

DUELIST

Insider Info!

CLASSIC SIXTH EDITION

- **NEW RULES, NEW TRICKS**
- **WHO WILL MAKE THE CUT?**

DECKS THAT WIN!

16 **MAGIC ALL-STARS**
**FACE THE ULTIMATE
TEST! PAGE 50**

POKÉMON TOP TACTICS

10 **BALDUR'S GATE TIPS & CHEATS!**
4 **DEADLANDS DECKS**

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MAY 1999 • NO. 37



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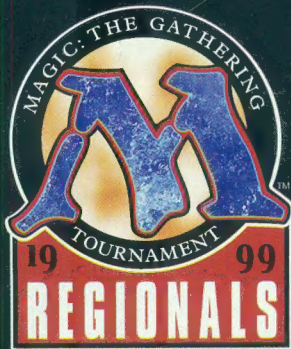


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Cover artist Todd Lockwood captures the spirit (and the color) of Gary Leach's Shanodin Dryads, which will be included in the *Classic* (Sixth Edition) set. Lockwood also created Slow Motion from *Urza's Legacy*.

DUELIST

ISSUE 37
MAY 1999

COLUMNS AND STRATEGY

36 In the Cards

by Randy Buebler

Taking advantage of the cards in your hand.

40 Deck Deconstruction

by Beth "BethMo" Moursund

CounterPhoenix rises from the ashes of Rath.

44 Limited Resources

by Brian Hacker

How to "play the table" when you're drafting.

68 Magic: The Puzzling

by Mark Rosewater

Just try to crack this nut and then tackle some hard math.

FEATURES

50 Magic on the Mediterranean

A look at the magic behind the scenes at the *Duelist* Invitational. by Chris Pikula

51 Long Odds Come Through in Barcelona

Wrapping up the *Duelist* Invitational. See who won what. by Will McDermott

56 The Metagame History Tour

Take a walk down metagame lane and you just might learn something. by Jon Finkel

60 Classic, Sixth Edition, and You

The lead developer of Magic R&D tells what we're doing with Sixth Edition rules...and why. by Bill Rose

63 Backstage with Sixth Edition

Everyone wants to know which cards will be in the *Classic* (Sixth Edition) set... including the characters. by Rob Dalton

SECTIONS

19 Magic Compendium

"Picks & Tricks" has *Legacy* combos aplenty; Bone Shredder 187s "Card Spotlight"; See how to "Duplicate" our tournament in "House Rules"; "Deck Clinic" cuts into an *Urza's Legacy* Sealed Deck; the "Ins" and "Outs" of the Magic scene; "Tournament News" goes to Barcelona; Another "Show and Tell" primer on Sixth Edition rules; *Urza* storms into "Vanguard."

73 Inside the Industry

Go "Ringside" for the year in Story Tournaments; Hunt Down And Destroy The Jedi in "Forcing the Issue"; try four magic-slingin' *Deadlands* decks; get off to a good start in *Baldur's Gate*; catch shapeshifters running amok in *Star Trek CCG: The Dominion*; and boogie on down with *Pokémon*!

97 Duelist Oracle Player's Guide

New and Improved! Now including *Urza's Legacy*. Plus, get the scoop on recent card bannings!

115 Duelist Price Index

Find out what your cards are worth. Plus, Alex Shvartsman reports on the effect of reprints on the secondary market, and "Shop Talk" asks retailers the strangest questions.



CARL CRITCHLOW

DEPARTMENTS

4 Mark My Words

8 Letters

13 Wizards of the Coast News

134 What's New?

CONTESTS

8 The Hubba-Hubba Mana Hunt

66 The *Duelist* "Free Year of Magic" Sweepstakes



A Clean Sweepstakes

THIS MONTH I'D LIKE TO FILL YOU ALL IN on something cool the *Duelist* is doing. Not that we don't do cool stuff every month, but this one is cooler than usual. It's called the *Duelist* Sweepstakes and here's how it works.

You write your name, age, address, and phone number on a 3"x5" postcard and send it to us (The *Duelist* Free Magic Sweepstakes, P.O. Box 707, Renton, WA 98057-0707). If we pick your name out of the hat (and trust me, it'll be one big hat), you win the following:

FOUR COPIES of every Magic card printed for a year. This does not include premium versions of the cards (we're not made of money). For those of you scoring at home, that's every card from every expansion of every Magic product for a full year. Feel free to make proxies for old time's sake, though.

A TRIP for two to Seattle, Washington. And we're not skimping. This includes airfare and a hotel. Despite what you've heard, this is a pretty cool city. Okay, it rains a lot, but we make one heck of a cup of coffee.

AN EXCLUSIVE TOUR of Wizards of the Coast. You get a chance to see where it all happens: R&D, Art, Continuity, even the desks of the editors of the *Duelist*. I'd like to acknowledge up

front that my desk is a mess.

A VIP PASS to the October 1999 Prerelease Tournament at the Wizards of the Coast Game Center. If you haven't seen the Game Center, you're in for a treat. We're talking 30-foot tall Hurloon Minotaur—and that's just when you walk in the door.

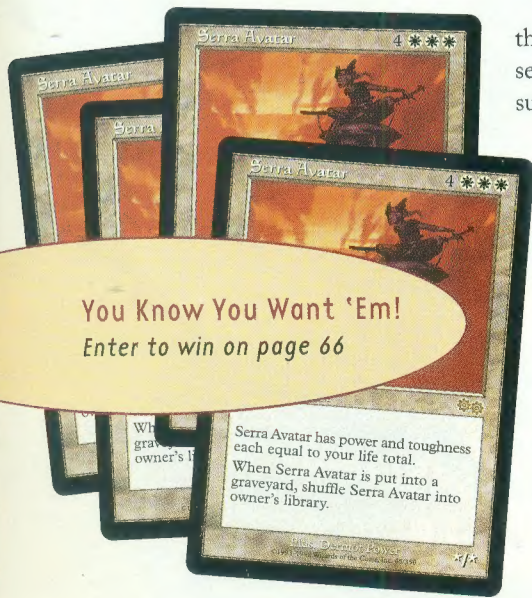
FINALLY—\$500 CASH (and we've already given you all the Magic cards you'll need). Just try not to spend it all at the Game Center.

(For the nitty gritty details and the fine print, see p. 66.)

Since not everyone can win the Grand Prize, we're also giving five first-place winners a **booster box of each Magic expansion for a year**. Not too shabby, huh?

The sweepstakes will continue for three more issues, but don't delay sending in your entry (anyone who subscribes during the sweepstakes gets entered automatically). Kudos to those sharp readers who read about this sweepstakes last issue. See—it pays to read the ads.

Free sweepstakes. Big prizes. Need I say more?



You Know You Want 'Em!
Enter to win on page 66

Serra Avatar has power and toughness each equal to your life total. When Serra Avatar is put into a graveyard, shuffle Serra Avatar into owner's library.

Mark Rosewater
MARK ROSEWATER
Editor in Chief

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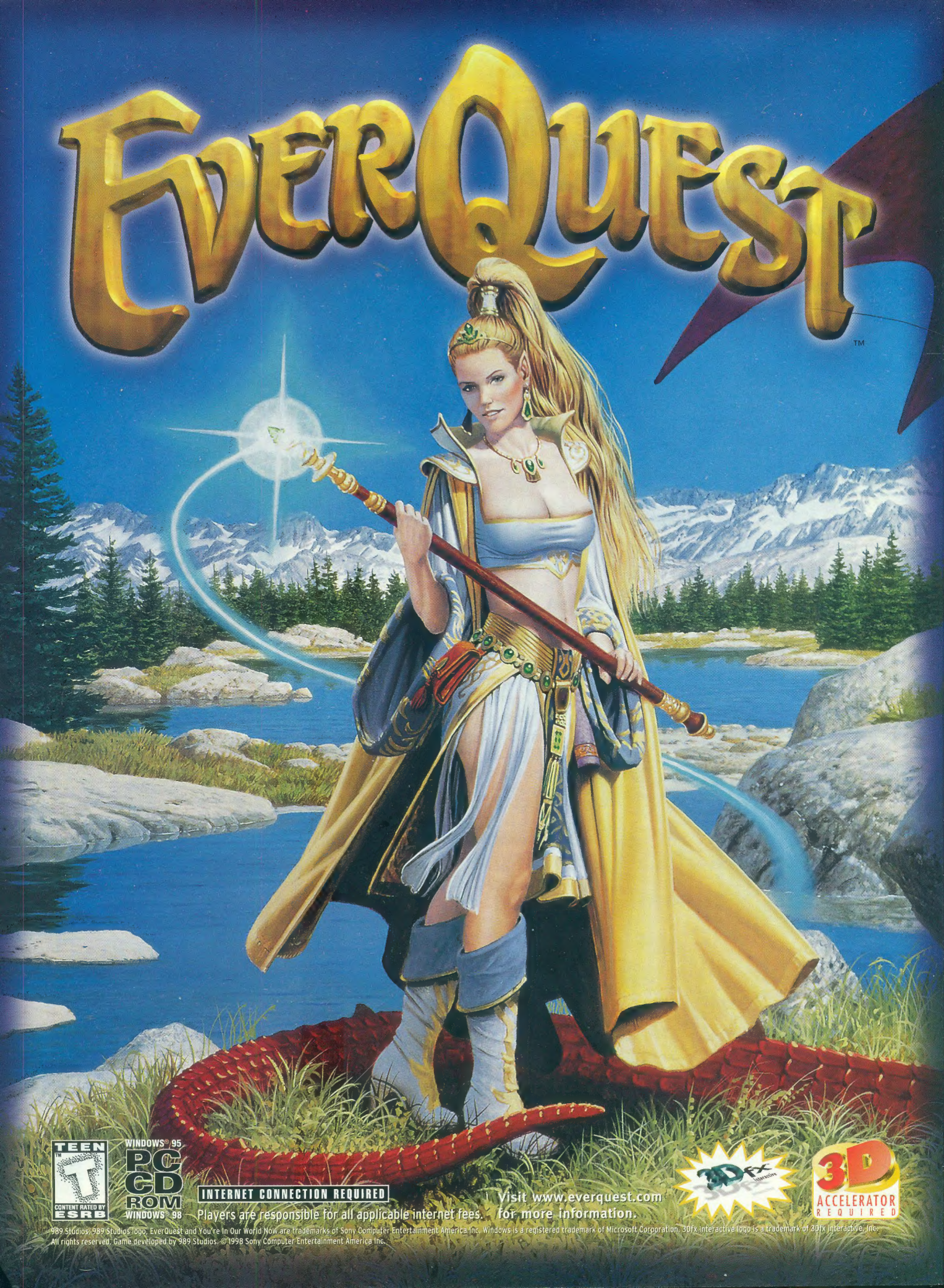
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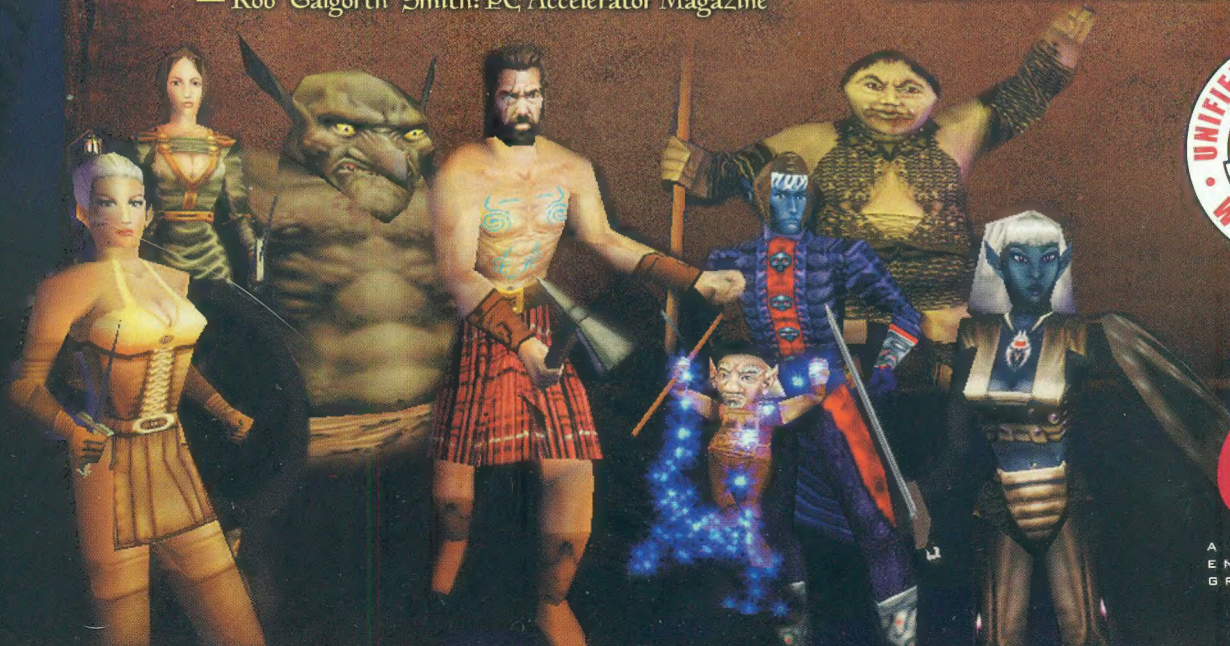
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Postcard of MYSTERY!

This showed up at our subscription fulfillment house down in Escondido, California. Damned if we know what it says, although it appears to be in Japanese. For instance, these diagrams here: Are they street directions? A dungeon map? Technical schematics for the Sega Dreamcast? Why does the postcard bear the same greeting in Japanese, German, and English? WHY?

We have no freakin' idea, so maybe you can help us out. If you can read this note, decipher these "schematics," or answer to the name "Schlemiel-Who-Sent-In-This-Weird-Postcard," please write to us (um, in English). It's your chance to help us get a clue.

Now, on to more tasty letters from exotic lands....

BRYAN OUT OF MACEDONIA

I'm writing to anyone who can help us out here in Macedonia. We are the U.S. soldiers of C Company, 1/18th Infantry Unit, who are deployed here on a peace-keeping mission. We are deployed here for six months

and have no way to get *Magic* or *Doomtown* cards! There are many soldiers who play both card games, but the few decks that we brought with us don't support all the new players we are getting. We would love to play tournaments but just don't have the assets. We love

your magazine and you have many subscribers out here.

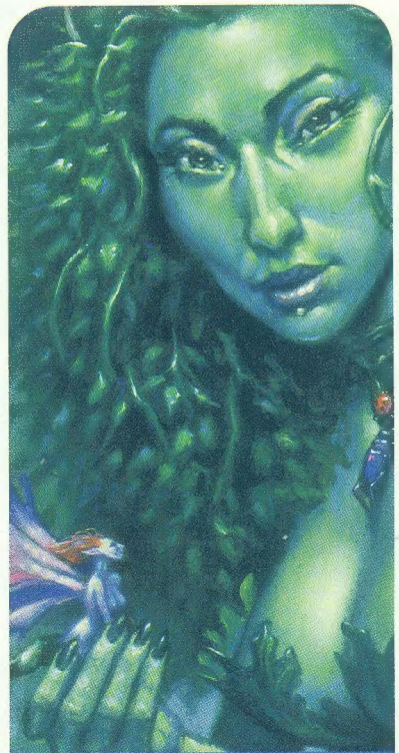
Is there any way you guys can help out the U.S. army and get us some cards? We would be very grateful if there was anything you could do. I've addressed this letter to [former *Duelist* editor and still-frequent contributor] Scott McGough because I really enjoyed his [Deadlands] article "A Shootable Feast" (*Duelist* # 33). Maybe you or he could help us. We don't have anywhere else to turn. Please help fast.

Thank you,
Bryan West
Camp Able Sentry
Somewhere in Macedonia

NO PROBLEM! *Hope you like the display box of Urza's Saga cards and the other loose Magic riff-raff I tossed into that package. And before anyone gets confused, I went and looked up Macedonia (which sounded somewhat biblical to yours truly) and found it nestled down there between Greece and the former Yugoslavia. Stay safe, troops!*

FUNNY, WE DIDN'T EXPECT THE SPANISH INQUISITION



You people make me sick. It's bad enough that your people in the "Deck Clinic" go and trash people's decks (I've seen them totally change the decks to the point where they are not even in the same category!), but your constant slamming on *InQuest* is just unbearable! You guys stole all the main areas from them: computer game comparisons, card lists (your Oracle, their



On the Cover

Our cover artist, Todd Lockwood, comes to us from the icy fields of Siberia (the name of the artist's workshop deep in the bowels of Wizards of the Coast). Todd's work shows up mainly on TSR products in the *Ravenloft*, *Forgotten Realms*, and *Dragonlance* campaign settings and in *DRAGON Magazine*. However, Todd was recently "discovered" by *Magic* art directors and you will see more of his work on future *Magic* cards (like *Slow Motion* in *Urza's Legacy*). Todd works from live models found in the halls of Wizards of the Coast. Don't you wish you worked here?

THE SHANODIN DRYAD'S HUBBA-HUBBA MANA HUNT

What do you get for the Dryad who has everything? No, not a robe, you wag, you. You get 'er some off-color mana! Win a display box of *Urza's Legacy* boosters by finding this off-color mana symbol  hidden in this issue of the *Duelist*. Send a postcard telling us where you found it to: *Duelist* Hubba-Hubba Mana Hunt—#37, P.O. Box 707, Renton, WA 98057-0707. Only postcards will be accepted as legal entries. The winner will be randomly selected from all correct entries. Postmark deadline is May 3, 1999. Remember, the symbol must match this one  exactly!

Contest only open to residents of the U.S. (except Rhode Island) and Canada (except Quebec).

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player's guide—they were doing it first), and now a price guide! With you guys being a direct (what's the word I'm looking for...) subsidiary [I think the word you were looking for is "subsidiary"—Ed.] of WotC, it goes against their stated policy about getting into the secondary market, but then again, what with the other crap they have been doing (poor playtesting in *Urza's Saga*, trashing of the core rules in sixth edition) this really isn't a surprise.

Scott Jack
 scurry13@aol.com
 Butler, Pennsylvania

THANKS FOR WRITING IN, Scott! You might be surprised to learn that InQuest may well have stolen a thing or two from other publications. For instance, did you know that the "Price Guide" phenomenon not only dates all the way back to arcane hobbies such as "Comic Collecting" and "Baseball Cards," but also bears a frightening resemblance to a stock exchange report!? I also hear InQuest has also been using a font that first appeared in a 1968 issue of *Popular Mechanics* and they even stole the concept of "page numbering" from the great Benjamin Franklin! It's an outrage, I tell you!

Anyway... what I'm trying to say is, the "original idea" is a very difficult animal to nail down. No, we didn't invent the price guide or player's guide any more than our competitors did. And as we state every month in the introduction to the

Price Index, we take all of our information from independently reporting stores all over the country—meaning we are not getting involved in the secondary market any more than a newspaper that reports the stock quotes is meddling in the affairs of the stock market. We're simply reporting the facts we've collected.

We like to think that our friends over at IQ can take a little playful ribbing now and then (although I'm sure they're glad you're defending their honor), and from the number of mentions we get in those weird little photo-essay things they do, they obviously feel the same way about us. There's plenty of room in this crazy mixed-up world for both magazines. People might get the wrong idea due to those Texas-size Sumo Cage Matches at the GEN CON GAME FAIR every year, but it's all in good fun. To my knowledge, no one has lost an eye yet.

Until next month, be sure to keep that underwear un-bunched and your hands on your packs, everybody!

There's No "Team" in "Winner!"

TWISTED MANA HUNT OF DOOM—#34

The nefarious Gix sends his most painful congratulations to Scott A. Roth of Manassas, Virginia. Scott found the off-color mana symbol villainously concealed in plain sight on page 20 (on the Crown of Flames card). Just so we're clear, kids, Scott has won a whole display box of *Urza's Saga* boosters for the price of a postage stamp. So get down to your post office and enter this month's contest already! The longer you wait, the longer you'll be a big, fat loser. Unlike my man Scott.

OOPS!

In our last issue, we printed the production credits for the *Urza's Legacy* expansion (*Duelist* #36, page 29). Unfortunately, Shawn Carnes was accidentally left off the Game Design and Development list. We regret this error (especially after Shawn barged into our offices and threatened us with a sharpened salami).



"Just Shut Up and Keep Running. Macedonia's Around Here Somewhere."

Comments? Questions? Lawsuits?

Send your thoughts to "Box 707" c/o The *Duelist*, P.O. Box 707, Renton, WA 98057-0707 or to <duelist@wizards.com>. Please include your name, address, and phone number for verification purposes. Letters may be edited for length and clarity.



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For news that can't wait check the *Duelist Online*

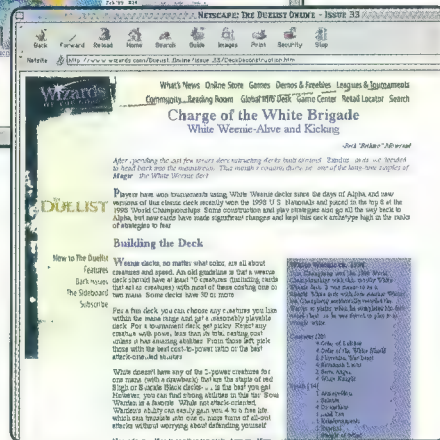
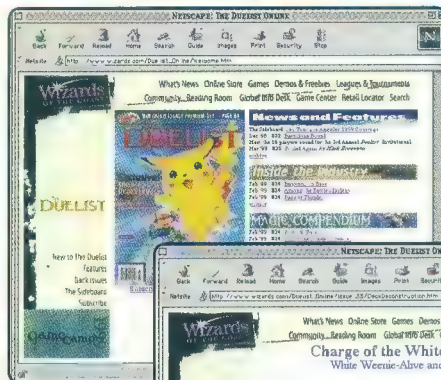
For news and features that just can't wait until the presses roll, check out the *Duelist Online* at <http://www.wizards.com/DuelistOnline/Welcome.html>.

Designed to supplement the print version of the magazine, the *Duelist Online* will feature articles from recent issues of the *Duelist* and exclusive stories only available on the website. For example, "Diary of a Shanodin Dryad," on the website now, details how hard it is to make it into *Classic* (Sixth Edition)—from a card's point of view.

The website is also designed for late-breaking news. Together with the European *Sideboard*, the

Duelist Online covered every aspect of the *Duelist* Invitational as it happened in Barcelona, Spain. Magic fans worldwide checked out the decks, the matches, and even the tale of the six-figure tab for the players' dinner one night.

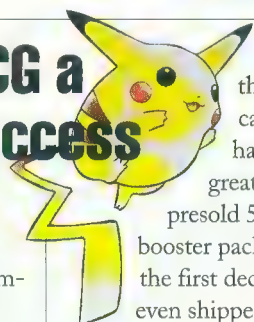
Web surfers can also devour deck ideas and strategy tips from previous issues of the *Duelist*, including our most popular columns and features. Plus, the site features subscription information and links to the latest in news and events for Magic and other Wizards of the Coast trading card games.



Pokémon TCG a Monster Success

The Pokémon trading card game is selling out all around the country, with families and children snatching up nearly 400,000 copies of the game in less than six weeks. Consumer demand is so great that the company is gearing up for a fourth print run after only six weeks on the market in order to keep store shelves stocked. The new game is selling 10 times better than Wizards of the Coast's initial projections.

"Consumers are flocking to our stores for the Pokémon trading card game," said Dena Dicandilo, buyer for Electronics Boutique. "Anticipation for



the trading card game had been so great that we presold 50,000 booster packs before the first decks were even shipped."

The goal of the Pokémon trading card game is to collect, trade, train, and battle various monsters in an effort to become the world's greatest Pokémon trainer. The trading card game follows the Pokémon storyline as found in the Pokémon Game Boy game, the animated television series, and the comic books. Some Pokémon are more rare and/or powerful than others. Select ultra-rare cards have special holographic printing.

The currently available

Pokémon two-player Starter Set is followed by expert-level booster packs and theme decks. Each Starter Set contains two 30-card decks, one holographic card, 10 damage counters, a starter game guide and an advanced rulebook.

Wizards Announces DCI Sanctioning for Five Rings Games

Five Rings Publishing Group and the Duelist Convocation International (DCI) are combining efforts to improve the quality—and quantity—of sanctioned tournaments for Five Rings games like *Deadlands: Doomtown*, *Legend of the Five Rings*, *Legend of the Burning Sands*, *Rage: Across Las Vegas*, and *Dune*.

DCI support provides play-

ers with easy access and use of the overall DCI tournament system for Five Rings games. The tournament rules will remain informal and fun, and special prize-support packages will still be provided to participating organizers.

"The integration of Five Rings trading card games with the DCI tournament system allows FRPG to provide fans with an unrivalled play environment." Said Ed Bolme, brand manager for the *Deadlands* and *Rage* TCGs, "This decision not only supports our ongoing commitment to develop quality games, but also strengthens the FRPG player community."

While many aspects of the original Five Rings tournament system will stay the

same, organizers are no longer limited to one sanctioned tournament a month, and two types of player rankings are now available: a cumulative lifetime total and a highest-score total determined by the player's best six finishes annually.

Each player will have one DCI membership number, which can be used in any DCI-sanctioned tournament. Additionally, members of multiple fan clubs will still receive a specialized card for each fan club they join, but their membership number will be the same from card to card.

FRPG tournament memberships will be free of charge and will be available at any FRPG/DCI-sanctioned event. Players can obtain additional information on the new tournament system and FRPG/DCI membership by calling (888) 4-5RINGS, or by visiting the FRPG website at <www.frpg.com>.

Wizards plans expansion for AD&D Core Rules CD-ROM

Custom classes, character kits, and interior maps are in store for AD&D players who connect with an upcoming special expansion for the recently released AD&D Core Rules CD-ROM version 2.0.

The AD&D Core Rules CD-ROM lets users quickly create complex characters, full-color maps, and unique encounters, allowing them to spend more time developing the story and less time crunching numbers.

Scheduled for release in the fall of 1999, the expansion will:

- Allow for the creation of custom classes including specialty priests.

- Support character kits from *The Complete Bard's Handbook*, *The Complete Book of Elves*, *The Complete Druid's Handbook*, *The Complete Book of Dwarves*, *The Complete Fighter's Handbook*, *The Complete Book of Gnomes & Halflings*, *The Complete Paladin's Handbook*, *The Complete Priest's Handbook*, *The Complete Thief's Handbook* and *The Complete Wizard's Handbook*.

- Provide HTML versions of the nine books already in the Core Rules version 2.0 program. These will be hypertext-linked and accessible by Windows 95, Windows 98, Macintosh and Unix systems.

- Add an additional map set—Building Interiors—to the Map Maker program.

- Provide utilities to convert character record sheets into Rich Text Format files.

- Provide a utility for the creation of multiple nonplayer characters.

The expansion program will require a previous installation of the Core Rules version 2.0 product. Except for the book files, it will not be a standalone program.

More detailed information about the program will be released at a future date. The suggested retail price for this product has not yet been determined.

Worldwide tournaments advance L5R, Deadlands storylines

More than 3,000 players got the chance this winter to set the course of the Legends of the Five Rings TCG storyline during



“The Storming of Morikage Castle” tournament.

In storyline tournaments, the results from the games help determine the course of the future storyline. The Morikage tournament was the climax of the tale of Emperor Toturi, who had disappeared from his throne, throwing the clans into disarray in the midst of a drought and civil war.

After tournament results were collated, the new storyline, written by Ree Soesbee, was posted on the Five Rings website at <www.frpg.com>.

Next to receive the storyline treatment will be *Deadlands: Doomtown*. The future of the legendary frontier town of Gomorra, California lies in the hands of fans as they prepare for “The Madman’s Secret”—a global event scheduled for April 30–May 2.

The secret location of the ghost rock mother lode, Gomorra is riddled with undead gunslingers, spell-casting hucksters, mad scientists, and Gomorra’s insane founder Humphrey Walters, the only person aware of the ghost rock site. In a desperate attempt to avoid the vision that drove him mad, Walters reveals his dark secret.

One unlucky outfit and hundreds of *Deadlands* fans will share his burden of knowledge about the mother

lode. Held in more than 200 retail stores worldwide, “The Madman’s Secret” tournaments are open to players of all ages. *Deadlands: Doomtown* prize packages will be awarded to qualified finishers. In addition, the combined tournament results will determine the fate of Humphrey Walters and Gomorra.

Interested players can access local tournament information via the Five Rings website at <www.frpg.com>.

Wizards sponsors cycling team for U.S. Nationals

While *Urza’s Saga* introduced cycling cards to Magic in October, Wizards of the Coast introduced sponsorship of a top cycling team in December.

Team members include 1996 U.S. Olympian Greg Randolph, 1998 Junior World Championship team members Nick Hillyer and Allison Beall, past Collegiate National Champions Laura Reed and Randy Boettcher, former Junior National medalist Rusty Beall, National Masters Champion Mike Burdo and seven-time National medalist and national record-holder Ken Hillyer.

The team plans both national and international competition, including the Tour of Willamette, Cascade Cycling Classic and the U.S. Nationals. Wizards will also be the major sponsor of the renowned Ballard Twilight Criterium bicycle race, scheduled for June in Seattle.

Mongoose Bicycles, Clements General Construction, Chameleon Sportswear, Elliott Bay Bicycles, Clif Bar and Smith Sport Optics also sponsor the Wizards team.




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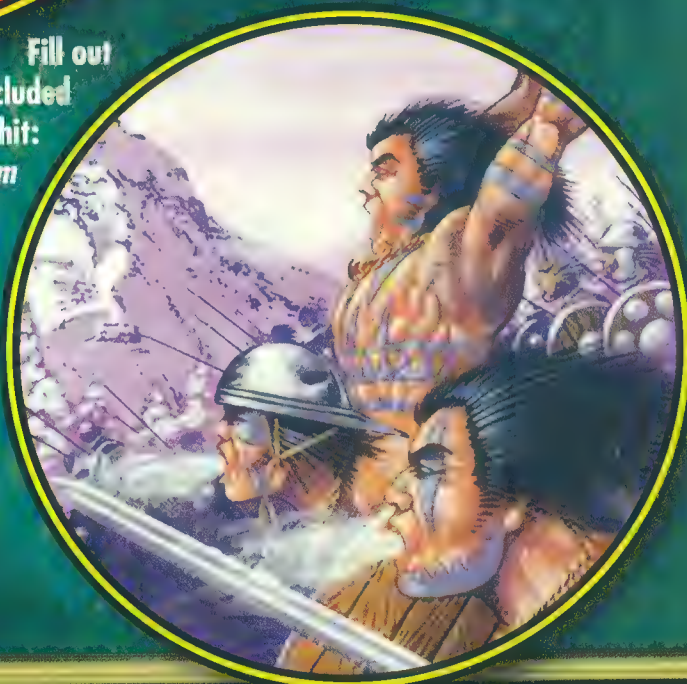
All you have to do is pick the twenty insiders from our list of forty cards. If you're right, you'll be praised around nacho platters forever.

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Fill out
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in this magazine or hit:
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All entries must be received
by April 10, 1999 to
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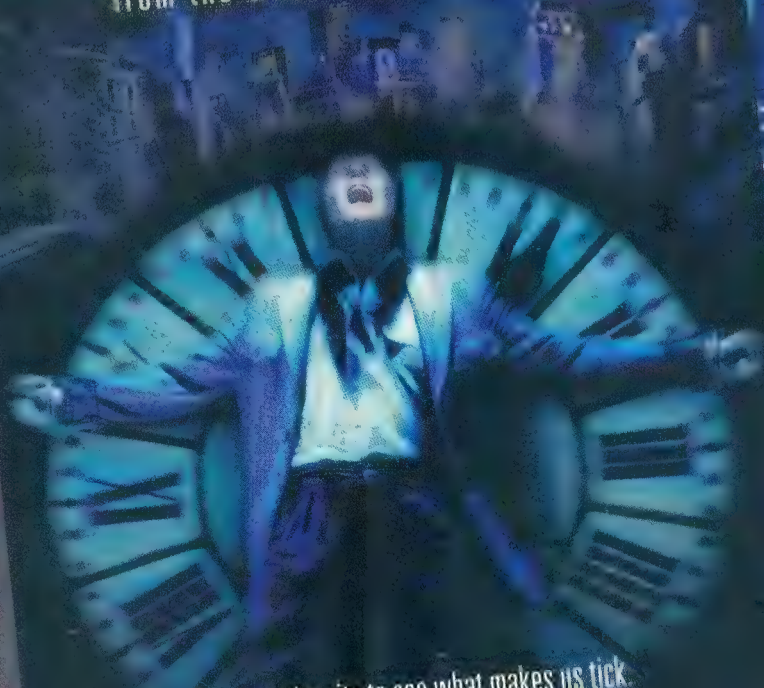
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What's Inside

19 PICKS & TRICKS

Legacy combos with the spicy flavor of beatdown. And a new online combo to boot.

24 EXTRA PULLED

It's any editor's nightmare—Size of Types.

21 CARD SPOTLIGHT

Bone Shredder—no, not the Teenage Mutant Ninja Turtle villain—the Magic card.

22 HOUSE RULES

Want to run your own Duelspace tournament? Here's how!

24 DECK CLINIC

We fix the deck our chief deck manager (she puts all those subscription cards in the Duelist) made for the Legacy Precision.

25 SHOW AND TELL

The incomparable BethMo takes part two of her Sixth Edition rules primer.

25 TOURNAMENT NEWS

It was a room full of love at the Duelist Invitational. OK, not really. But it was a historic tournament among Magic's best.

30 ODD MAN OUT

Mike realizes that to know the game, you have to know the rules.

31 INSIDER TRADING

Mark tells the tale of the greatest Necro deck you'll never see.

32 VANGUARD (FOURTH SET)

Get the skinny on the fat new Vanguard cards for the upcoming Arena series.

ABOUT THE MAGIC COMPENDIUM'S FEATURED ILLUSTRATOR, CARL CRITCHLOW

Carl Critchlow has worked on everything from T-shirts to computer game designs. He's done lots of comic strip work, including a two-year stint as regular penciller on Lobo for DC Comics. He currently lives and works in Southport, England, with his girlfriend and two fat cats.



Magic Compendium



Duelist Picks & Tricks



Shaman en-Kor and Mother of Runes

This trick works two ways—and both can keep your creatures damage-free. Shaman en-Kor and Mother of Runes can do a virtuoso damage-prevention duet, and their trick gets even better when you add more creatures to the mix. Here's the duet: The Shaman charges into combat, and after blockers are in place, the combat damage goes on the stack. The trick lies in the two responses you throw on top of the stack. As soon as you have priority, play the Shaman's ability to redirect—as many times as necessary to send all the damage to Mother. Then tap “Mom” to give herself protection from whatever color the Shaman's opponent is. The stack resolves from top to bottom, so first Mom gets her protection, then the damage gets redirected to her, then the damage is prevented—and no one from the home team

gets hurt. Later in the game, you'll have more creatures, and you can improve the trick. Use the Shaman's second ability—multiple times if you have to—to suck up combat damage of the predominant color, paying 1* each time. Then tap Mom to give the Shaman protection, and when the damage is dealt, it flows right to the now-immune Shaman.

Mogg Flunkies and Defender of Chaos

Want to lure your opponent into a false sense of security? Let your Mogg Flunkies sit alone on your side of the table. Your opponent, reading the card text, realizes you can't use it to attack or block, because Flunkies needs a “partner” creature to help it along. Surprise! Defender of Chaos is a creature that plays like an instant. Suddenly Mogg Flunkies can throw its not-too-shabby 3/3 around, and instead of an open field, your opponent is looking at five points of oomph. To maximize the effectiveness of this simple trick, you've got to

know your way around the combat sequence. If you're planning an ambush-style defense, play Defender when your opponent passes at the end of the declare attackers step. Don't underestimate the psychological effect of the “just-add-water” instant creatures. Every Magic player does the math before making a decision to attack or block, and when you mess with the math, you mess with your opponent's plan.



Bone Shredder and Aluren

Bone Shredder is a terrific “187” card—one that destroys a creature when it comes into play. It's the same price as Dark Banishing if you don't pay the echo cost, and you get a 1/1 flying creature. But Bone Shredder has a disadvantage too; because it's a creature, you can't play it during your opponent's turn. Of course, in Magic there's usually a



workaround for pesky problems like that. Aluren from *Tempest* is one good answer. Aluren lets you play creatures like Bone Shredder as instants—for free! With that enchantment on the table, you're free to wait for the critical moment, using Bone Shredder to destroy a creature when your opponent needs it the most. And when your trick is done, Bone Shredder is sitting in your graveyard—within easy reach for a score of graveyard-recursion cards.

Two Smokestacks and Goblin Welder

Who says black has the only good graveyard-recursion cards? Here's a trick that lets two Smokestacks engage in some tag-team permanent destruction. For the trick to work, get a Smokestack into the graveyard (either by discarding it or by putting a counter on it, then sacrificing it to satisfy the counter). Then play Goblin Welder, which taps to swap an artifact in the graveyard for one in play. Now play your second

Smokestack, and the tag-team fun begins. Smokestack has two upkeep abilities, and it's important to know that you choose the order in which they're played. During the first upkeep after Smokestack comes into play, have it check for counters (and there aren't any), then add a counter. Your opponent will do the same on his or her

next turn, and will have to sacrifice a permanent. Then tap Goblin Welder to swap the two Smokestacks, and during your upkeep you'll have a Smokestack with no counters. You can add a counter and start the cycle all over again.

Second Chance, Monk Idealist, and Erratic Portal

Let's do the time loop again! This trick isn't for the faint of heart—one of the key requirements is that you be at or below 5 life. But if you

play these three cards right, you can take turn after uninterrupted turn, and your opponent might as well be a goldfish. While you're accumulating the seven mana this trick requires, play Erratic Portal, an *Exodus* artifact that enables you to bounce creatures back into your hand for 1. Once you've got the mana you need, play Second Chance and do everything you can to keep it safe from Disenchants during

the last turn your opponent will ever get. During your next turn (and every turn you'll take from now on), you'll sacrifice Second Chance during your upkeep to get an extra turn, play Monk Idealist to retrieve Second Chance from your graveyard, replay Second Chance, and activate Erratic Portal to put Monk Idealist back in your hand. At first you won't have much mana left over, but you have all the time in the world to draw more cards, play more lands, and apply the *coup de grâce* at your leisure. But how do you safely get to 5 life? And how do you stay alive long enough to run the combo? Sounds like a deck-building exercise to me...



Mind Maggots and Unearth

Mind Maggots from *Exodus* can be a great way to fill up your graveyard—discard creatures to give Mind Maggots +2/+2, and later bring 'em back with Living Death. While you're waiting to top-deck that Living Death, here's a trick to try: Discard a creature with a mana cost of three when Mind Maggots comes into play, then play Unearth to bring the creature back from the dead. You keep the counters you put on Mind Maggots and you've got a second creature to apply the beatdown. With some help from Dark Rituals, you can pull this off on turn two, giving you a 4/4 Mind Maggots plus whatever creature you've dug up with Unearth. And here's a question: What if that second creature were Bone Shredder? Cross off another enemy creature.



Extra Pulled

Do we have to spell it out?

Not every card created in design makes it through the development process. The fate of these unwanted cards is a mysterious folder hidden in R&D called "Extra Pulled." *by Carl Critchlow*

As editors, we can't stand typos. Hour Czeck wee due with hour computer does knot sea awl the miss-steaks. But it tolled us this pair-a-graft should bee purr-fact, and the computer mussed bee rite.

Illus. ©1999 Carl Critchlow
1999 Wizards of the Coast

by Will McDermott

Shredder Suicide

based on a deck played by Matt Kirkland

BLACK (49)

2 Bad Moon
1 Bone Shredder
4 Carnophage
4 Curved Scroll
4 Dark Ritual
4 Death Marrow
4 Death Sayer
2 Death Warder
1 Demise
1 Evil Imp
1 Gristle
4 Incantercy
2 Unholy Strength

LANDS (20)

17 Swamp
1 Woodland

Legacy Necro

based on Brian Hacker's Duelist In-Itational Necro deck

BLACK (38)

2 Corrupt
4 Dark Ritual
4 Diabolic Edict
4 Drain Life
1 Demise
4 Necropotence
4 Nihilorrail's Dirk
1 Ostracize
1 No Mercy
3 Bone Shredder
4 Urza's Bubble
4 Yawgmoth's Will

LANDS (22)

22 Swamp

Bone Shredder

Bone Shredder is faster than Nekrataal and much easier to splash into nonblack decks.

According to Mark Rosewater, when the R&D designers started working on the *Urza's Legacy* set, they faced the task of taking echo to the next level. *Urza's Saga* had introduced this new mechanic as a way to get powerful creatures into play earlier than normal without a bunch of jewelry (the five Moxes and Black Lotus, if you're too young to remember). Now, the designers needed something more.

Mark says it soon became apparent that mixing echo with "187" comes-into-play effects created a cool subset of cards. Essentially these new echo creatures are spells that you can pay extra mana on the second turn to keep around as creatures. A Nekrataal variant seemed obvious, and Bone Shredder was born.

As with any replacement card, Bone Shredder is in some ways superior and in other ways inferior to Nekrataal. First, Bone Shredder only costs three mana to play and has only one black mana in its casting cost. This makes it faster than Nekrataal and much easier to splash into nonblack decks.

On the downside, you have to pay its casting cost twice. So if you want to keep Bone Shredder around as a creature after getting the Terror effect out of it, you'll spend your next turn paying three mana to keep a 1/1 flyer on the board instead of putting something even bigger into play. Whether you pay this cost will depend on your deck and on how much you need to do during that next turn.

Second, Bone Shredder has flying, which is great for offensive possibilities because you'll get past all those ground-pounders. But Nekrataal's power of 2 and first strike made it fearsome on both offense and defense. You might chump-block with Bone Shredder before paying the echo cost, but Nekrataal could take out medium-sized creatures and live.

So, in a pure black deck, Nekrataal is a little stronger, but Bone Shredder still has a lot to offer. In today's speedy environment, Bone Shredder comes out a turn earlier than Nekrataal and can even be played on turn one with the help of a Dark Ritual (assuming your opponent drops a big creature that you want to destroy on turn one). Thus, you don't have to wait until turn four to stop a nasty creature. Because Bone Shredder is splashable, it'll also show up in a lot of decks that didn't use Nekrataal for fear of the double-black cost.

Perhaps the best attribute of Bone Shredder is its echo mechanism. If you want to put your Bone Shredder in the graveyard (so you can bring it back to destroy another creature), all you have to do is *not* pay the echo cost. Better still, you can sacrifice it to any number of effects to put it into your graveyard before paying the echo cost. Plus, if your opponents like to steal your creatures, echo is a great deterrent—they'll still have to pay the echo cost. If they have no black, Bone Shredder goes right back to your graveyard where you probably wanted it anyway.



According to Magic card illustrator Ron Spencer:

“Conceiving the morphology/physiology of the Pteragastrula osteophagus was akin to cranial evisceration.”

House Rules

by David Noonan

Run your own Duplicate tournament

When they play Magic for fun, Pro Tour players often play in Limited formats like Booster Draft (players pass around packs of cards, taking the best ones they can) and Sealed Deck (players build decks from a few unopened packs of cards). If you're looking for a similar challenge, why not try Duplicate—every player builds a deck from the *exact same* set of starting cards. It's a good test of Magic play, because no player can benefit from unusually good cards that no one else got. Better yet, no one can whine about the lame cards they received. You eliminate the random nature of the booster pack completely, and the best player is determined by smart play, deckbuilding skill, and maybe a little lucky shuffling.

So grab your buddies, pool your cards, and do your own Duplicate tournament. Here's how we ran Duplicate at February's *Duelist* Invitational. Once a year, we invite the 16 best Magic players in the world to compete in an all-star tournament, and we always throw a few rounds of Duplicate their way.

Coming Up with Duplicate sets

The trick to doing your own Duplicate Limited tournament is coming up with the right balance of cards. Make sure every color has a good mix of spells and creatures,

and spread out any power cards among the colors. You're trying to encourage variety, so don't make the players' choices easy. They should get their cards, agonize over deckbuilding, then face opponents who've made completely different choices. Ending up with a variety of finished decks when everyone starts the same is no easy task.

Here are some tips to consider:

- **Casting cost.** Give players some cheap spells to use in the early game, but include some "fatties" for later. Remember, Limited formats aren't as relentlessly quick as Constructed events, because you never get the cards in Duplicate to pull off the turn-three kill. And that's one of the fun elements in Duplicate—you get to play with the expensive "Timmy" creatures and world-altering enchantments that you can't even dream about when you're playing a finely tuned deck.

- **Card types.** Give every color good creatures *and* good spells, but let each color do what it does best. Green should have good creatures, red should have direct damage, blue should have counters, white should have defensive cards, and black should have graveyard tech. But as you're picking cards for Duplicate, remember that certain cards are especially

useful in Limited. Creature destruction (like *Expunge*), breakthrough cards (like *Overrun*), and creatures with evasion (flying, shadow, or landwalk) can swing a game.

- **A theme.** One thing we've done in previous Invitationals is give the players identical sets of really good cards or really bad cards. This year, we gave them a mix of solid cards and new ones created for the occasion (see sidebar at right).

Given Duplicate sets of those cards, what did the best Magic players in the world pick? Black, mostly—13 of the 16 players, enticed by the three shadow creatures, included black cards. Blue (which had shadow and

phasing) was also popular with 10 of the players, but only one player picked red. Almost everyone built decks evenly split between two colors. For complete decklists, check out the *Duelist* Online, <www.wizards.com/DuelistOnline/Welcome.html>

Duplicate tournaments don't have to be the exclusive domain of the Pro Tour elite. Come up with your own Duplicate card list, distribute it to some friends, and have them show up with the best decks they can muster. Chip in for boosters as prizes, and you've got your very own Duplicate tournament. May the best player win!



Here's the list of cards each player received at the *Duelist Invitational*. Players got one of each card (that's 21 of each color—105 cards total) and could add as many basic lands as they wanted to build 40-card–minimum decks.

Black creatures

Barrow Ghoul
Circling Vultures
Croxax the Cursed
*Dauthi Knight**
*Dauthi Shade**
Flesh Reaver
Grollub
Mind Maggots
Mire Shade
Rabid Rats
Servant of Volrath
Shadow Licit
Skirge Familiar
Speedy Zombie
Vebulid

Black spells

*Dark Transformation**
Diabolic Edict
Funeral March
Spinal Graft
Victimize
Wave of Terror

Blue creatures

Academy Researchers
Disruptive Student
Hakim, Loreweaver
Mirozel
*Phasing Licit**
Rootwater Matriarch
Scrivener
Shaper Guildmage
Skysroud Condor
Stern Proctor
*Teacher**
*Teferi's Thalakos Subjects**
*Thalakos Lancer**
Thalakos Seer

Blue spells

Intuition
Memory Lapse
Power Sink
*Ripple**
Robe of Mirrors
Twitch
Volrath's Curse

White creatures

Auratog
*Banding Licit**
Disciple of Grace
Faith Healer
*Flanking Knight**
Intrepid Hero
Marble Titan
Monk Idealist
Mtenda Herder
Revered Unicorn
Samite Alchemist
Silent Attendant
*Skyknight**
*Soltari Sergeant**
Warrior en-Kor

White spells

Bandage
Brilliant Halo
Change of Heart
Clear
Serene Offering
*Spirit Leech**

Green creatures

Argothian Elder
Elvish Herder
*Enchanted Steeds**
Endangered Armadon
Endless Wurm
Fugitive Druid
Harvest Wurm
Hawkeater Moth
Heartwood Dryad
Hidden Ancients
*Hippo Compatriot**
Jackalope Herd
*Slippery Licit**
*Verdant Guardian**
Wild Dogs
Wood Elves

Green spells

Armor of Thorns
Fertile Ground
*Healing Soil**
Predatory Hunger
Tranquility

Red creatures

Ambush Party
Anarchist
Canyon Drake
*Flanking Licit**
*Fuming Giant**
Goblin Elite Infantry
Goblin War Buggy
Hurloon Shaman
*Mogg Bomb Squad**
Mogg Bombers
Monstrous Hound
Nalathni Dragon
Roc Hatchling
*Suq'Ata Cavalier**

Red spells

*Charge!**
Destructive Urge
Final Fortune
Furnace of Rath
Lava Axe
Mob Justice
Shower of Sparks

**Some creatures may not look familiar, even to expert Magic players. There's a reason: we created them solely for the tournament. By placing stickers on existing cards of the right color, Duelist Invitational organizer Mark Rosewater surprised the Pro Tour players with the cards listed here—which no one outside R&D had ever seen before.*



Black	Blue	White	Green	Red
<p>Speedy Zombie 3 ♣♣ Summon Zombie 3/1 Shadow Speedy Zombie ignores summoning sickness.</p> <p>Shadow Licit 1 ♣ Summon Licit 1/1 ♣, ♂: Shadow Licit loses this ability and becomes a creature enchantment that reads "Enchanted creature gains shadow." Enchant target creature with Shadow Licit. You may pay ♣ to end this effect.</p> <p>Dauthi Shade 2 ♣ Summon Shade 2/2 Cumulative upkeep: 1 Shadow ♣: Dauthi Shade gets +1/+1 until end of turn.</p> <p>Dauthi Knight 1 ♣♣ Summon Knight 2/1 Flanking, shadow</p> <p>Dark Transformation 1 ♣ Instant Buyback: 1 ♣ and 1 life, cycling: 2 Switch power and toughness of target creature until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn.</p>	<p>Phasing Licit 1 ♠ Summon Licit 1/1 ♠, ♂: Phasing Licit loses this ability and becomes a creature enchantment that reads "♠ ♠: Enchanted creature phases out." Enchant target creature with Phasing Licit. You may pay ♠ to end this effect.</p> <p>Teferi's Thalakos Subjects 1 ♠ ♠ Summon Soldiers 3/2 Shadow, phasing</p> <p>Thalakos Lancer 1 ♠ Summon Knight 2/2 First strike, flanking, phasing</p> <p>Teacher 3 ♠ ♠ Summon Wizard 1/1 Flying Whenever Teacher becomes the target of a spell or ability, phase out target creature.</p> <p>Ripple 3 ♠ Instant Buyback: 3, cycling: 2 Target permanent phases out.</p>	<p>Skyknight 2 * Summon Knight 1/1 Flying, flanking</p> <p>Banding Licit 1 * Summon Licit 1/1 *, ♂: Banding Licit loses this ability and becomes a creature enchantment that reads "Enchanted creature gains banding." Enchant target creature with Banding Licit. You may pay * to end this effect.</p> <p>Soltari Sergeant 2 * * Summon Soldier 2/2 Banding, shadow</p> <p>Flanking Knight 1 * * Summon Knight 1/1 Banding 1 *: Each creature without flanking blocking Flanking Knight gets -1/-1 until end of turn.</p> <p>Spirit Leech 1 * Instant Buyback: 3, cycling: 2 Remove one of the following abilities from all creatures for the remainder of the turn: banding, first strike, flanking, flying, land-walk, protection, regeneration, shadow, or trample.</p>	<p>Slippery Licit 1 ♣ Summon Licit 1/1 ♣, ♂: Slippery Licit loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be the target of spells or abilities." Enchant target creature with Slippery Licit. You may pay ♣ to end this effect.</p> <p>Enchanted Steeds 2 ♣♣ Summon Horses 4/2 Echo, flanking Enchanted Steeds cannot be the target of spells or abilities.</p> <p>Verdant Guardian 2 ♣ Summon Elf 1/1 Echo Verdant Guardian can block creatures as though it had flying and shadow. 1 ♣: Regenerate Verdant Guardian.</p> <p>Hippo Compatriot 4 ♣♣ Summon Hippo 3/4 ♣: Hippo Compatriot gains banding until end of turn.</p> <p>Healing Soil 1 ♣ Instant Buyback: 4, cycling: 2 Regenerate target creature.</p>	<p>Flanking Licit 1 ♠ Summon Licit 1/1 ♠, ♂: Flanking Licit loses this ability and becomes a creature enchantment that reads "Enchanted creature gains flanking." Enchant target creature with Flanking. You may pay ♠ to end this effect.</p> <p>Suq'Ata Cavalier 3 ♠ ♠ Summon Knight 3/2 Echo, flanking Suq'Ata Cavalier ignores summoning sickness.</p> <p>Mogg Bomb Squad 2 ♠ Summon Goblin 2/2 Echo ♠, ♂, Sacrifice Mogg Bomb Squad: Mogg Bomb Squad deals 2 damage to target creature or player.</p> <p>Fuming Giant 4 ♠ Summon Giant 4/1 Flanking Fuming Giant cannot block.</p> <p>Charge! 2 ♠ Instant Buyback: 1 ♠, cycling: 2 Creatures target player controls gain flanking until end of turn.</p>

Deck Clinic by John Yoo

This month's clinic features our Sealed-Deck specialist, John Yoo, assessing the health of *Urza's Legacy* cards. Using the same cards *Duelist Circulation Manager* Barbara Blaskowsky drew in the Wizards of the Coast employee prerelease tournament, John stitched together his own Limited deck. To sharpen your deck diagnosis skills, take a look at the prerelease cards on the opposite page and construct a 40-card minimum deck, adding up to three basic lands. Then read below and compare your deck to John's.

If you'd like us to consider your deck for "Deck Clinic," just send a list of what's in your deck along with a brief description of its ailments to: Deck Clinic, c/o *Duelist*, P.O. Box 707, Renton, WA 98057-0707, or to <Duelist@wizards.com>.

Dr. Yoo: Barbara constructed a blue/green/white deck with 15 creature cards and a mixture of various spells. Looking at her decklist, I can tell Barbara's primary concern was building a deck that would minimize mana problems. So Barbara played with only one spell with two of the same color mana in its casting cost: Thornwind Faeries. This is a very important factor when constructing your sealed deck, but there are other—and better—ways to smooth out the mana.

A better way to build a deck that can avoid mana problems is to build one with fewer colors. A mono-colored deck will have far fewer mana problems than a two-color deck will. Likewise, a two-color deck will have far fewer mana problems than a three-color deck. So instead of choosing the three-color route, I think Barbara should have gone with two colors to minimize mana problems in her deck.

Making tough color choices. Looking at Barbara's decklist, it's obvious she opened some amazing packs. Her packs included very good cards from each of the five colors. The most difficult

choice to make when constructing Barbara's deck would definitely be choosing which colors to play, because each color has solid creatures and good support spells.

In Sealed-Deck play, sometimes you get situations like this. If you have the option of choosing any set of colors, such as with these cards, it's important to construct a deck built around your own personality and style of play. For example, if you consider yourself a more aggressive player, you could construct a very good green/red beatdown deck with fast, small red creatures, big green creatures, and a mixture of removal spells and creature enhancers. However, if you fancy yourself more of a control player, you could also create a blue/white deck with an assortment of flying creatures, white creature removal spells, ground stallers, and counterspells.

I ended up constructing a deck based around my own personal preference: black/white. I felt that these two colors gave me the most flexibility and had the best mixture of quality creatures and spells. I also felt that these two colors worked extremely well together and had a lot of synergy.

Pestilence is some good. The primary reason I chose black was one card: Pestilence. In the hands of a skilled player, Pestilence is perhaps the most powerful common card in *Urza's Saga* for sealed play. With its ability to inflict damage to all creatures and players, Pestilence can be used to establish absolute control over the table. Black has two very good fliers (Phyrexian Debaser and Ravenous Skirge), which made it even more appealing. Black also had some large creatures: two Giant Cockroaches, Phyrexian Defiler, Rank and File, and Hollow Dogs. The last black creature to go into the deck was Unworthy Dead. Similar Drudge Skeleton variants were far from phenomenal in *Mirage* and *Rath* cycle, but these guys are extremely good in *Urza* cycle because the environment has no flanking or shadow. Sick and Tired made it into the deck as additional creature removal while Phyrexian Reclamation, though costly with an activation cost of two life, produces a permanent Raise Dead effect, which can ruin an opponent in short order.

White has good removal. The deciding factor that made me play white was definitely the two rare cards, Catastrophe and Radiant, Archangel. Catastrophe is an amazing reset button with great flexibility. If you are winning, you can choose to destroy all lands, and if

Barbara's Deck

ARTIFACTS (2)

- 1 Chimeric Staff
- 1 Mobile Fort

BLUE (9)

- 1 Veiled Serpent
- 1 Pendrell Drake
- 1 Snap
- 1 Weatherseed Faeries
- 1 Wizard Mentor
- 1 Intervene
- 1 Bouncing Beebles
- 1 Thornwind Faeries
- 1 Second Chance

GREEN (7)

- 1 Weatherseed Elf
- 1 Fertile Ground
- 1 Venomous Fangs
- 1 Gang of Elk
- 1 Silk Net
- 2 Rancor

WHITE (6)

- 1 Devout Harpist
- 1 Radiant's Judgment
- 1 Opal Gargoyle
- 1 Pacifism
- 1 Opal Caryatid
- 1 Expendable Troops

LANDS (19)

- 1 Drifting Meadow
- 1 Tree-top Village
- 2 Plains
- 1 Island
- 1 Forest

John's Deck

ARTIFACTS (2)

- 1 Chimeric Staff
- 1 Mobile Fort

BLACK (11)

- 2 Giant Cockroach
- 1 Hollow Dogs
- 1 Pestilence
- 1 Phyrexian Debaser
- 1 Phyrexian Defiler
- 1 Phyrexian Reclamation
- 1 Rank and File
- 1 Ravenous Skirge
- 1 Sick and Tired
- 1 Unworthy Dead

WHITE (10)

- 1 Catastrophe
- 1 Clear
- 1 Congregate
- 1 Defender of Law
- 1 Devout Harpist
- 1 Expendable Troops
- 1 Opal Gargoyle
- 1 Pacifism
- 1 Radiant's Judgment
- 1 Radiant, Archangel

LAND (17)

- 1 Drifting Meadow
- 1 Plains (1 added)
- 1 Summoning Pool
- 1 Swamp (2 added)

Show and Tell

by Beth "BethMo" Moursund

You too can be a rules guru!

One of the great things about the *Classic* (Sixth Edition) release is that it's everyone's chance to get in on the ground floor of the rules—nobody out there has been playing with the new rules much longer than you have. This month we'll describe some significant rule changes, starting with the most controversial ones. Check out last month's *Duelist* for the lowdown on the stack and the rules changes related to it. Then you'll be ready to match wits with the best of them. Now on to those rules questions...

You mean I can't go below 0 life?

Of all the rules changes, the one that has generated perhaps the most pro-and-con arguing is the 0-life rule. It used to be that a player could drop to 0 or even negative life without losing, because the check for player life totals only happened at the end of each phase. Everything else that the game watched for was checked throughout the turn. Under the new rules, player life totals have lost this special status. Whenever you're checking creatures for lethal damage, you also check players for 0 life. If a player is at or below 0, the game ends right there—do not resolve the rest of the stack, do not pass Go, do not collect \$200. The game is over.

In most games, this change won't even be noticed. However, it puts a big crimp in certain decks' strategies, and it adds new strategic elements to others. Under the old rules, Prosperous Bloom and Necrodeck players would often drop to 0 life or less, then play a big Drain Life later in the phase to recover.

No longer. Similarly, some of the library-depletion combo decks felt free to ignore damage once they started to "go off," because their combo would run the opponent out of cards, causing the game to end without ever reaching the end-of-phase life check. Not any more—both ways of losing have equal priority. If you're at 3 life and your opponent plays Incinerate in response to your 100-card Stroke of Genius, you'd better have a Counterspell ready.

This change creates interesting stand-offs when both players are low on life and might have direct-damage spells.

The tactics are similar to the case under the old

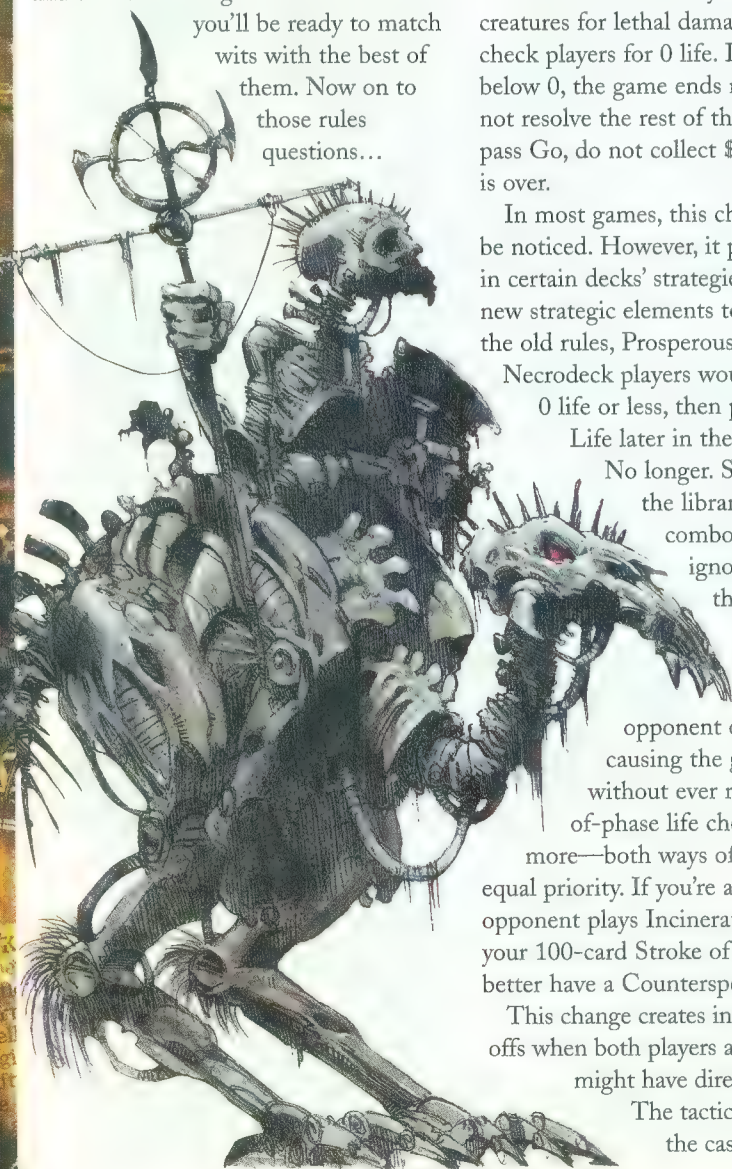
rules in which one player has a small attacking creature and the old Giant Growth, and the other has Incinerate. If the attacking player tries to inflate the creature, the opponent can respond with Incinerate, killing the creature before the Giant Growth resolves. But if the defending player tries to kill the creature directly, the attacking player can respond with the Giant Growth, saving it.

Basically, whoever plays something first loses, so neither player dares to start. The direct-damage standoffs under the new rules works the same way. If both players are at 3 life and one player plays Incinerate on the other, the opponent can respond with his or her own Incinerate, ending the game before the first Incinerate resolves...unless, of course, the first player can respond with yet another Incinerate. So neither one will dare to play first until they think they have more firepower than the opponent, or they have some other trump card, such as a damage prevention spell.

This change also makes a big difference with abilities that can trigger a bunch of times. Let's say you control Dingus Egg ("Whenever a land is put into any graveyard from play, Dingus Egg deals 2 damage to that land's controller") when Armageddon resolves. The Dingus Egg's ability gets played once for each land destroyed, but you get to choose what order these triggers go on the stack. If you put the ones dealing damage to your opponent on top, and they do enough damage to reduce your opponent to 0 life, the game ends. It doesn't matter if the remaining ones would have been enough to take you out as well.

What about tapped artifacts? Doesn't this mess up Winter Orb?

Another change that's getting a lot of attention is the removal of the tapped artifact rule. Under the old *Magic* rules, most artifacts' abilities (except for those of artifact creatures) "turned off" while tapped. The main problem with this rule was that several categories of abilities *didn't* turn off, and it wasn't always clear which did and which didn't. This led to a lot of confusion among players and tournament judges, especially when comparing cards like Mana Crypt and Mana Vault—one turns off and the other



doesn't, but they look quite similar.

For the new rules, the rules team took a long, careful look at this morass and decided to get rid of it entirely rather than patching it. From now on, any ability that is inactive when the card is tapped will say so right on the card. A few cards (including Howling Mine and Winter Orb) will receive errata adding this; all the rest will remain active while tapped. This makes some cards stronger and some weaker, but for many artifacts it's no change at all, because activated abilities with Ⓢ in their costs still can't be played if the artifact is tapped.

So when do I have to announce stuff now?

Speaking of morasses in the rules, another was the so-called "hidden information" rule that governed whether choices were made during the announcement of a spell or ability or during its resolution. The full details of this rule were known only to dedicated rules gurus—most players just memorized case-by-case card rulings. This badly needed fixing. Under the new rules, the only choice made while playing most spells and abilities is their target(s). If the spell or ability is modal (that is, starts with the phrase "Choose one—") or does different things to each target, those choices are also made as part of playing it. Everything else waits until resolution.

This change won't even be noticed in most games. Occasionally it will make decisions tougher, especially for those playing blue, as they try to decide what to counterspell. For example, if you play Flickering Ward or Whim of Volrath on a creature, you don't need to announce your color choice until the spell is resolving. Your opponent will have to decide whether to counter your spell without knowing which color you'll pick.

Another subtle change affecting resolution is that the word "then" no longer receives special treatment. It used to be that any time you reached the word "then," you would put the current resolution on hold, giving players a chance to play mana sources and certain kinds of spells and abilities, along with anything that had triggered. Mix this rule with mana sources that involved sacrifices (such as Ashnod's Altar) and the wide

variety of triggered abilities available, and it became possible for almost anything to happen while a spell was resolving. And these resolutions could themselves be further subdivided and interrupted. The rules gurus loved it.

Under the revamped rules, resolving a spell or ability is one big event. You carry out the instructions on the card in the order they are written, with no interruptions. Anything that triggers during the resolution waits until the resolution is entirely finished. (If an effect enables a

longer avoid dealing with an ability such as Energy Flux's by destroying the permanent with the ability early in your upkeep. It also means that once a phase has started, phase-triggered abilities on permanents that come into play during that phase won't do anything until the next turn that they apply. This unravels the various end-of-turn "infinite loops" that caused headaches under the old rules—for example, a Ball Lightning returned to play by Lifeline won't self-destruct again until

Under the revamped rules, resolving a spell or ability is one big event. You carry out the instructions on the card in the order they are written, with no interruptions.

player to pay mana, that player may play mana abilities, but abilities that trigger on playing them are still postponed until the resolution is finished.)

Are phase costs and abilities going away?

Ask ten Magic players to identify the difference between a phase cost and a phase ability, and usually nine of them will give you the wrong answer. Ask anyone but a rules guru to define exactly what can and can't be done before paying a phase cost, or after paying but before resolving, or what goes into each, and the number of correct answers will be even lower. This was another area that needed improvement.

The new rules completely abolish the special rules for phase abilities and phase costs (though the terms will undoubtedly continue to be used informally). Everything that was a phase ability or cost has been changed to a triggered ability that triggers at the beginning of the phase. For example, the current "During your upkeep, pay <cost> or sacrifice <name>," is replaced by "At the beginning of your upkeep, you may pay <cost>. If you don't, sacrifice <name>." The whole action is taken when the ability resolves, and you don't need to decide whether to pay the cost before then.

This change means that you can no

longer avoid dealing with an ability

the end of the next turn. Because there's no such thing as a "phase cost" in the new rules, the rule that prevented abilities of a permanent from being played until its phase costs had been dealt with was also eliminated. For example, you can tap mana-producing artifacts to pay their own Energy Flux penalties.

The old rules stated that any part of a "comes-into-play" triggered ability located before the word "or" was also defined as a cost, and you couldn't play any other abilities of a permanent with such an "or" ability until that ability was completely resolved. This rule is also eliminated in the new rules—all triggered abilities are treated exactly the same. This change increases the power of a few cards quite a lot, so cards such as Lotus Vale and Phyrexian Dreadnought may end up receiving special errata or being banned from Extended tournaments. For most cards, though, the designers felt the change wasn't unbalancing.

BethMo knows the difference. If it has the word "or," it's a phase cost. If it doesn't, it's a phase ability. It doesn't matter whether it involves mana, sacrifices, tapping, or none of the above. Now you know—but soon it won't matter.

Tournament News

The Duelist Invitational

The big news in tournaments this month is results from the third annual *Duelist Invitational*. The Invitational made *Magic* history as the first tournament to feature the top names in the game playing with the new rules.

You'll find *Duelist Invitational* coverage throughout the magazine, including player perspectives on p. 50, decklists on p. 53 and details of a controversial play by tournament winner Mike Long on p. 52.

Sixteen top *Magic* players faced off in five different formats, with each player facing each other player. The tournament included three rounds each of the following formats:

- **Duplicate.** Players construct decks from the exact same set of cards (some of which were created especially for the tournament; see p. 22).
- **Classic.** "Old school" matches where almost every *Magic* card ever printed can go into a deck.
- **Refined Extended.** In this deckbuilding puzzle, players had to build decks using exactly five cards each from the last 15 *Magic* expansions.
- **Booster Draft.** This featured cards from *Urza's Legacy*, which hadn't been released yet, so players saw the cards for the first time as they opened their packs.
- **Standard.** One of the most common tournament formats, Standard decks include cards from the Rath Cycle, *Fifth Edition*, and *Urza's Saga*.

The Final Curtain

After fifteen rounds, the Invitational had matched every player against every other player in a test of cards and wits. In the end, Mike Long had survived a race against his rival Chris Pikula, while Sturla Bingen raced away with the lead. However, five games remained to be played.

The finals was as much about the pressure applied by Mike Long's constant antics and chatter upon Sturla Bingen's

calm, stoic demeanor as it was about the most powerful cards in *Magic* controlled by two of the best players in the game.

From the outset of game one, Long tried to beat Bingen down with his mojo and his cards. At first it worked, as Bingen mulliganed into a single Black Lotus first turn and then watched as Long Dark Ritualued into a Hymn to Tourach. When Long Hymned him again on his next turn, Bingen responded with Vampiric Tutor to put Time Twister on top of his library. Unfortunately, when Bingen cast Time Twister to replenish his hand, he gave Long three Hypnotic Specters, which came out one at time over the next three turns and tore through Bingen's life and cards in hand. Game one to Long.

Game two went much like game one, with one twist—Long used Arcane Laboratory to ensure Bingen couldn't cast more than one spell per turn. Once again, Bingen mulliganed (he only has seven land in his deck!), but got several mana producers in play only to see Long use Sinkholes to take out the European Champion's Tolarian Academy and City of Brass. Bingen once again tried Time Twister to regain some card advantage, but gave it up almost immediately, as the Twister gave Long a Nether Void. Game two to Long.

Under a constant barrage of hand destruction, land destruction, and noise pollution, Bingen seemed on the verge of going down 3-0 in the finals. But the Norwegian rallied in games three and

four, throwing insane numbers of permanents on the board turn after turn and refilling his hand with Windfall, Time Twister, and Brain Geyser while reusing his graveyard with Yawgmoth's Will.

Once everything was in place, Bingen would set off his kill combo—Tolarian Academy, Candelabra of Tawnos, and Capsize. Bingen would tap the Academy for twelve or more blue mana (from all the artifacts he had in play), and then use one mana and tap the Candelabra to untap the Academy. He would then play Capsize with buyback on the Candelabra, replay the Candelabra and start over again, generating five or six mana each time.

After demonstrating this engine to both Long and Head Judge Mark Rosewater in game three (followed by some fireworks from Long over whether or not Bingen had declared the buyback on his Capsize), the Norwegian generated 15,000 mana and cast Stroke of Genius on Long for 14,997 cards. Game three to Bingen. Game four began with a Long mulligan and Bingen casting 17 spells on his first turn (including two Time Walks). This did not bode well for Long, who eventually got Braingeysered for 103 cards. Game four to Bingen.

With only one game left to decide the outcome of the 1999 *Duelist Invitational*, both players desperately wanted good draws. Long would be going first again and took not one, but two mulligans. Against, Bingen's card drawing machine, this looked bad for Long. However,



Bingen also called a Mulligan (his fourth of the match) ending up with City of Brass and Black Lotus and Tolarian Academy. Long, though, began with Wasteland and Strip Mine, taking out Bingen's City and eventually his Academy. While Bingen searched in vain for mana, Long started beating on Bingen with Order of the Ebon Hand and Hypnotic Specter, and then finally dropped Energy Flux (which would make the Norwegian's artifact mana worthless even if he did find it). At four life when the Energy Flux hit the table, Bingen conceded and Mike Long won game five, the match, and the tournament in a classic battle that left both players and many of the innocent bystanders drained if not bloodied.

Budde wins GP-Barcelona

Kai Budde of Germany defeated American Alex Shvartsman 2-1 to take top honors at Grand Prix-Barcelona in February, walking away with \$2,000 and an invitation to Pro Tour-Los Angeles.

Budde and Shvartsman had previously faced each other twice during the three day tournament, and Shvartsman won both matches. The finals match went down to the wire, and the third game included a remarkable quadruple-enchanted Acridian.

Shvartsman's Acridian, a 4/10 creature after receiving two Despondencies (from Budde) and a Gaea's Embrace and Blanchwood Armor (from Shvartsman), attacked, only to be Humbled and Sickened, sending seven cards to the graveyards in one play.

Next Pro Tour stop: New York

Top Magic players from around the world will take a bite from the Big Apple April 30-May 2 at Pro Tour-New York, the next stop on the elite player circuit.

The Urza block (*Urza's Saga* and *Urza's Legacy*) Constructed format tournament will put \$150,000 up for grabs, including \$25,000 for the top finisher after 14 rounds and single-elimination matches among the Top 8.

The Secaucus, N.J. tournament will also feature a variety of side events and the Junior Super Series Eastern Championships.

During the tournament, look for daily updates at the *Duelist* Online, <http://www.wizards.com/Duelist_Online/Welcome.html> and a full report in *Duelist* #39.

MIKE LONG'S CLASSIC DECK

SPELLS

- 1 Ancestral Recall
- 1 Chains of Mephistopheles
- 2 Contagion
- 3 Dark Ritual
- 1 Demonic Tutor
- 1 Disenchant
- 4 Hymn to Tourach
- 4 Hypnotic Specter
- 2 Juzam Djinn
- 3 Necropotence
- 1 Nether Void
- 3 Order of the Ebon Hand
- 4 Sinkhole
- 2 Swords to Plowshares
- 1 Time Walk

ARTIFACTS

- 1 Black Lotus
- 1 Mox Jet
- 1 Mox Sapphire
- 1 Mox Pearl
- 2 Nevinyrral's Disk

LANDS

- 2 City of Brass
- 4 Scrubland
- 1 Strip Mine
- 6 Swamp
- 4 Underground Sea
- 4 Wasteland

SIDEBOARD

- 1 Arcane Laboratory
- 2 Chains of Mephistopheles
- 1 Contagion
- 1 Dark Ritual
- 1 Disenchant
- 2 Duress
- 1 Energy Flux
- 1 Funeral Charm
- 2 Icequake
- 1 Juzam Djinn
- 1 Serrated Arrows
- 1 Zuran Orb

STURLA BINGEN'S CLASSIC DECK

SPELLS

- 2 Aberyance
- 1 Ancestral Recall
- 2 Arcane Denial
- 1 Braingrysor
- 2 Braintorm
- 1 Capsize
- 1 Demonic Tutor
- 4 Force of Will
- 2 Prosperity
- 1 Regrowth
- 1 Stroke of Genius
- 4 Time Spiral
- 1 Time Twister
- 1 Time Walk
- 2 Vampiric Tutor
- 1 Wheel of Fortune
- 1 Windfall
- 1 Yawgmoth's Will

ARTIFACTS

- 1 Barbed Sextant
- 1 Black Lotus
- 2 Cantelabra of Tarnos
- 1 Lion's Eye Diamond
- 4 Lotus Petal
- 4 Mana Crypt
- 4 Mana Vault
- 1 Mox Emerald
- 1 Mox Jet
- 1 Mox Pearl
- 1 Mox Ruby
- 1 Mox Sapphire
- 1 Sol Ring

LANDS

- 4 City of Brass
- 1 Tolarian Academy
- 2 Underground Sea

SIDEBOARD

- 1 Aberyance
- 1 Balance
- 1 City of Solitude
- 1 Cursed Totem
- 3 Emerald Charm
- 2 Hurky's Recall
- 2 Hydroblast
- 3 Pyreblast
- 1 Yawgmoth's Will

VS

Duelist Invitational final match

Long wins 3-2

Odd Man Out

by Mike Flores

What's In: Black

You can pretty much tell that black is the best color in the Limited *Urza's Saga* environment. It has the deep-

What's Out: Red

With the *Urza's Saga* expansion, Wizards decided to depose the kings of the Limited environment—red X spells. Gone are the days of attacking

with unending flank knights in anticipation of the Volcanic Geyser.

Now, instead of Kaervek's Torch or Rolling Thunder, the

best pool of good commons, the best removal, the most dangerous flying creatures, and the incredible Pestilence. But before we even tried out the cards, Wizards gave us some serious hints with the names of black's more popular uncommons:

Diabolic Servitude?
Vile Requiem?

How can you miss the power of black when the very titles to the cards scream "Serve!" and "Wreck!"

best red commons are Arc Lightning, Viashino Outrider, and Falter; other colors are getting a much-deserved shot at dominating the draft table.

Longtime Magic Lingo: Beatdown

One of the most popular terms in tournament Magic, beatdown can mean a variety of things....

Beatdown v: To attack with most or all of your creatures

every turn, without a thought of card advantage, until you have put your opponent into range for your endgame hammer (such as Kaervek's Torch, Fireblast, or another direct damage spell). Often split in verb form <I beat you down for 5>.

Beatdown n: Used as a description of a card or event <Fireblast was such a beat-down; he was mana-screwed and I wrecked him so the game was a beatdown>.

Beatdown adj: Ties in with the beatdown principles above <beatdown deck, beat-down creature>.

Urza's Saga Lingo:

Flesh Reaver: "Slaughter with buyback," because for the investment of a mere 4 life, the Reaver can destroy almost anything.

Veiled Serpent: Sometimes called "Lurking Evil" because it's a three-mana enchantment that becomes a 4/4 creature with an attitude problem—that can attack if your opponent controls islands. And if your opponent controls no islands, it's a "Moat"—no one attacks when you have a 4/4 wall out front.

A Deck You Should Know:

Fish: The name "Fish" originally came from the idea that people didn't want to admit they were playing a Merfolk deck in a tournament. Over time, some Fish decks got some actual fishy things in them, such as Man-o'-War, Hammerhead Shark, or School of Piranha. In any case, respect for this deck has grown, especially after the second-place finish of a Fish deck at this year's Pro Tour-Rome.

Story of the Month: Before He Was the King of Red...

Dave Price played white weenie at Pro Tour-Columbus. Though he was confident and had four Kjeldoran Outposts in his deck, mono-white had no good way to deal with opposing Outposts. In a tournament rife with Dude Ranches (a nickname for the Outpost), Price and his self-proclaimed "horrible" deck squeaked into the second day at the cutoff point: seeded 64th.

Playing the first seed, a red/white deck with ways to deal with Outposts, the future "King of Beatdown" was able to take the match due to the following play (and to the fact that the pumpable Kjeldoran Knight is a pretty obscure card).

Opponent: I attack with my four Outpost tokens and Blinking Spirit.

Dave Price: I block Blinking Spirit with Kjeldoran Knight; pump Kjeldoran Knight to 3 toughness.

Opponent: Before damage, I return "Blinky" to my hand...and cast Pyroclasm (2 damage to each creature).

DP: So that kills your dudes and what else exactly?

Historical note: Price made Top 64 with three sideboarded Mishra's Groundbreakers as his only Outpost defense. A friend from Ithaca, Evan Gridley, finished in the Top 32 with the same (horrible) deck...but sideboarding four Astrolabes and three Conquers instead.

Mike Flores, <madmanpoet@yahoo.com>, provides the outside look at Magic every month in the pages of Duelist.

Insider Trading

by Mark Rosewater

What's In: Foreign code names

In the past, code names of Magic sets have been named after everything from Macintosh sound files to imaginary coffee drinks. The newest trend is to pick a language and use it to name an entire cycle. The trend started during the tail end of the *Urza's Saga* cycle when the *Urza's Legacy* and *Urza's Destiny* card sets were code-named Guacamole and Chimichanga respectively. Next year's cycle uses Greek names (the large expansion is Archimedes) while the sets in the following year's cycle are all named after Chinese cities.

What's Out: Four-letter flavor text

Starting with the *Mirage* expansion, the flavor text team always included a four-letter piece of flavor text. *Mirage* had "Heel"; *Visions*, "BOOM!"; *Weatherlight*, "Ewww!"; *Tempest*, "Here"; *Stronghold*, "Mine"; and *Exodus*, "Stay."

The team decided to end the trend in the *Unglued* supplement, setting "MOOO!!!" in extra-large type.

What's in a Name?

Every year, a few new mechanics are introduced. But the name used in development seldom ends up as the final name. Below are some mechanics as you know them, along with the name used in development:

► URZA'S SAGA CYCLE

Echo: Flashcast (called planeshift in design)

Cycling: Sliding

Perpetual enchantments: Deathback

Names that didn't change:

"Sleeping" enchantments, "free" spells

► TEMPEST CYCLE

Shadow: Etheric (called astral in design)

Spikes: Amoebas

Licids: Lice

Keepers: Muses

Names that didn't change:

Buyback, Slivers, Oaths



Story of the Month: The origin of Life Leech

What? You've never heard of Life Leech? That's because the card was never made. It's known around R&D as the "most broken card ever made" in an actual design.

Flash back to three summers ago, when Mike Elliott, Charlie Catino, Richard Garfield, and I are designing *Tempest*. Mike Elliott was fooling around with spells that required the discarding of cards. This theme ran through the *Tempest* cycle but came to full fruition in the *Exodus* expansion. Mike came up with a black sorcery that allowed you to play a Drain Life by discarding cards.

Life Leech originally

cost ● and allowed a player to drain 2 life for each card discarded from his or her hand. Mike and I are playtesting one day. Playing second, I draw and play a swamp. I then play Life Leech and discard my whole hand. The score changed from 20-20 to 32-8.

We both sat in silence for a few seconds. Finally I said, "Wow, a turn-one, 24-point life swing. Now, I don't want to jump to conclusions, but my gut tells me this might possibly be broken." The card was changed the next day, although not before Mike built the most devastating Necropotence deck the world will ever—make that never—see.

Ch-Ch-Ch-Changes

Development version:

STALKING FOREST LAND

Non-Basic Land
CARDNAME comes into play tapped.

◆: Add ♣ to your mana pool.

3, ◆: CARDNAME becomes a 3/2 creature with no other abilities.

Printed version:

TREETOP VILLAGE LAND

Treetop Village comes into play tapped.

◆: Add one green mana to your mana pool.

1 ♣: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Originally, the "creature" lands in *Urza's Legacy* required colorless mana and a tap activation cost to turn permanently into creatures. The development team decided to alter the transformation from permanent to temporary. Here's why: **First**, it distanced these lands from the most recent creature land, *Tempest's* Stalking Stones. **Second**, it allowed many of the interesting strategic tricks introduced by the granddaddy of creature lands, Mishra's Factory. **Third**, in a set filled with mana-intensive echo creatures, it made for some very interesting decisions in play.

Next, the team decided to make the abilities of the lands match the theme of their types of mana. Because Treetop Village produces green mana, the development team chose to beef it up to 3/3 and add trample. They decided to make green's land produce the biggest creature because creatures are green's specialty. Finally, to ensure that the land could only be played in green decks, green mana was added to its activation cost.

Get Ready for Vanguard

Don't just play Urza's cards next time you play *Magic*. You can be Urza himself—or any of the eight *Magic* personalities brought to life in the fourth set of *Vanguard* cards this spring.

The new Arena season runs from April 2 until May 9 and uses *Vanguard* cards. The concept is simple. Players choose one *Vanguard* card and build a deck that complements it nicely. Then they face an opponent in a regular *Magic* match, with that *Vanguard* card acting as an indestructible “super-permanent.”

How Vanguard works

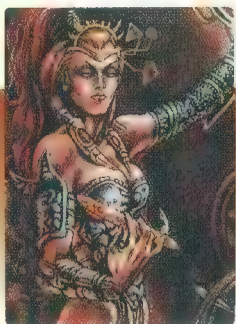
The *Vanguard* card you choose affects the game from the start—bonuses or penalties to your starting and maximum hand size is in the lower right, and an adjustment to your starting life total is in the lower left corner. But the meat of the cards is the center text box; there you'll find abilities that let you deal direct damage, play extra cards, or otherwise alter the normal flow of play.

Best of all, deckbuilding takes on new meaning when you're looking for *Magic* cards that not only play nice with one another, but work well with

the *Vanguard* card you've chosen. Augmenting the powers of your *Vanguard* character with an arsenal of carefully chosen cards can make for a well-oiled beatdown machine.

Get in on the action

Up to the *Vanguard* challenge? Ask a local retailer about participation in Arena, check the Arena website at <http://wizards.com/Arena>, or call Wizards of the Coast customer service at 1-800-324-9496.



Ashnod

Whenever a creature successfully damages you, destroy it.
Starting & Max Hand Size: +1
Starting Life: -8
Illus. Ron Spencer



Gix

3: Return target creature card from your graveyard to your hand.
Starting & Max Hand Size: -2
Starting Life: +18
Illus. Pete Venters



Mishra

Double all damage dealt by creatures you control.
Starting & Max Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks



Serra

All creatures you control get +0/+2.
Starting & Max Hand Size: +1
Starting Life: +1
Illus. Matthew Wilson



Tawnos

You may play artifact, creature, and enchantment spells any time you could play an instant.
Starting & Max Hand Size: +3
Starting Life: -4
Illus. Donato Giancola



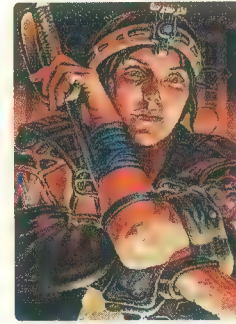
Titania

You may play an additional land each of your turns.
Starting & Max Hand Size: +2
Starting Life: -5
Illus. Rebecca Guay



Urza

3: Urza deals 1 damage to target creature or player.
Starting & Max Hand Size: -1
Starting Life: +10
Illus. Mark Tedin



Xantcha

Sacrifice a permanent: Regenerate target creature.
Starting & Max Hand Size: +1
Starting Life: +3
Illus. Heather Hudson

Who's in?

Think you've got the inside scoop on the *Classic™* (Sixth Edition) card set?

Okay, Nostradamus. Below is a list of forty cards. Twenty made the cut. Twenty didn't.

Guess the real contenders from the wannabes and you'll be praised around nacho platters forever. You may even win the twenty cards that made the cut, framed and autographed by the *Classic* development team. You could also win a ton of cards.

Prizes like these don't come every day. This is your shot. Your ticket to the big leagues.

No pressure.

Contest Deadline: All entries must be postmarked by April 10, 1999, to be eligible.

Make sure you have 20 cards marked "in" and 20 marked "out."

Name: _____

Address: _____

City: _____ State/Province: _____ ZIP/Postal code: _____

Phone: _____ Email address: _____

Birth date (mm/dd/yy): _____

In?
Out?

- — Archangel
- — Armageddon
- — Bad Moon
- — Balduvian Horde
- — Ball Lightning
- — Birds of Paradise
- — Braingeyser
- — Catacomb Dragon
- — Celestial Dawn
- — Chronatog
- — City of Brass
- — City of Solitude
- — Crimson Hellkite
- — Deflection

In?
Out?

- — Desertion
- — Diminishing Returns
- — Exile
- — Fervor
- — Force of Nature
- — Forsaken Wastes
- — Grinning Totem
- — Hammer of Bogardan
- — Ivory Gargoyle
- — Jester's Cap
- — Llurgoyf
- — Lotus Vale
- — Maro
- — Necropotence

- — Nevinyrral's Disk
- — Nightmare
- — Phyrexian Dreadnought
- — Relentless Assault
- — Sacred Mesa
- — Southern Paladin
- — Thawing Glaciers
- — Thundermare
- — Undiscovered Paradise
- — Vampiric Tutor
- — Wand of Denial
- — Wrath of God

Out?
In?

Fold this in half and tape it together

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Contest Rules

No purchase required. Mail entries to “Who Made the Cut” Contest, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A. No mechanical reproductions of completed forms will be accepted, but you may photocopy the entry form before filling it out. All entries must be postmarked by April 10, 1999. Winners will be selected at random from among all correct and eligible entries by Wizards of the Coast (“Wizards”), at the offices in Renton, Washington, on or about April 28, 1999, and notified by mail within approximately thirty days of drawing. Entries will not be acknowledged, will become exclusive property of Wizards, and will not be returned.

Odds of winning depend on total number of eligible entries received from all magazine contest entries. Grand Prize (1): 20 cards from this list that made the cut, framed and autographed by the design team. First Prize (5): A display box of *Classic* boosters and a *Classic* tournament pack. Second Prize (10): A *Classic* tournament pack and 10 *Classic* boosters. Prizes are not exchangeable, transferable, or redeemable for cash. No substitutions of prizes will be allowed should featured prize(s) become unavailable, except at option of Wizards. All entries and all rights relating thereto become property of Wizards of the Coast, and none will be returned. Applicable taxes and fees are the responsibility of winners. Noncompliance of time parameters or return of any prize or prize notification as undeliverable will result in disqualification.

Contest open only to residents of the United States (except Rhode Island) and Canada (except Quebec). Contest not open to Wizards employees or their family members or affiliates. Contest is subject to national, federal, state, local, and provincial regulations and is void where prohibited or otherwise restricted by law. Winner's entry and acceptance of prize constitutes acknowledgment of the following: permission for Wizards to use, without payment, winner's name, photograph, or other likeness for purposes of advertising and/or promotions; that Wizards has not made, nor is Wizards in any manner liable for, any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize; a warranty that material contained in entry is original, public domain, Wizards-owned, or used with the unlimited consent of the owner and that it does not infringe on the rights of any other person or entity; an agreement to fully indemnify Wizards for all claims arising out of a breach of this warranty; and a full, unlimited, exclusive transfer of any and all rights in entry. To receive prize, winner may be required to sign waiver and release. Wizards is not responsible for illegible, incomplete, late, misdirected, lost, or postage-due entries. Wizards' decision is final with respect to all matters relating to this contest.

For names of prize winners, send self-addressed, stamped envelope to “Who Made the Cut Winners,” Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057-0707, U.S.A.

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Card advantage is one of the fundamental tenets of **Magic** strategy, and no one knows this better than Brian Weissman. Since becoming famous for "The Deck" back in the glory days of Classic (Type I), Weissman has built his reputation by explaining and espousing the doctrine that card advantage wins games.

Building on Advantage

The Cards in Your Hand Will Determine Your Fate

Today, you're Brian Weissman and you find yourself in the unfamiliar position of being unqualified for Pro Tour—Los Angeles. Grand Prix—San Francisco provides you with perhaps your last opportunity to qualify, so you want to make the most of it. However, many top Pro Tour players have made the trip to San Francisco to try to win some money. You're in 16th place after the first day of competition, which was an *Urza's Saga* Sealed-Deck format. Now you get to play six rounds of *Urza's Saga* Booster Draft before those eight invitations are awarded.

cast a Pendrell Drake. His side of the board has Pendrell Drake, Sanctum Guardian, Disciple of Law, three plains, and an island. Kastle has four cards left in his hand.

Your hand is the most interesting part of the game. You've got two cards—Serra Avatar and Windfall. You are currently at 18 life and Kastle isn't applying any pressure, so the Avatar will be absolutely monstrous as soon as you draw another land (Kastle is at 15). However, Kastle just drew his fourth land, so he'll probably be able to play more than one card per turn for the rest of the game. The value of your Windfall will fall rapidly after this turn because Kastle will not have as many cards.

During his main phase, Weissman knew I was watching over his shoulder and he turned to me and said one word: "Dilemma." What would you have done in his place?

THE SETUP

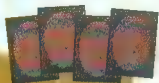
After winning your first match, your second opponent is Pro Tour mainstay Darwin Kastle, who is currently riding a streak of three consecutive Grand Prix Top 8 performances. The matchup is blue/white versus blue/white. You feel confident that your deck has some pretty good weapons available for this match, but Kastle is a great player and you'll have to do everything right to beat him.

AND THE ANSWER IS?

This isn't really a tough dilemma for the king of card advantage. You should cast the Windfall (as Weissman did). Unless something really weird is going on, you know Kastle has



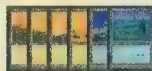
DARWIN'S HAND (4)



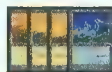
BRIAN'S HAND (2)



BRIAN'S CARDS IN PLAY



DARWIN'S CARDS IN PLAY



LIFE 18

LIFE 15

Things May Look Good... but Darwin's a seasoned veteran, so you can expect some surprises.

Kastle stalls at three lands for a couple turns, but your deck doesn't have nearly enough beat-down threats to punish him for that. On your sixth turn, you have in play two Angelic Pages (one enchanted with Hermetic Study), a Monk Realist (which blew up Kastle's Lilting Refrain), four plains (one of which you drew and played this turn), and two islands.

Last turn Kastle drew his fourth land and

four spells in his hand. Not only do you gain card advantage by trading two of your cards (Windfall and Avatar) for four new cards, but you almost certainly make Kastle's hand worse. To make things even better for you, your Serra Avatar will shuffle itself back into your library before you draw your Windfall cards, so it will still be available as a weapon later on in the game.

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If you cast Serra Avatar, it might single-handedly win you the game. However, if Kastle has a way to deal with it, your game is basically over. You're out of resources (cards!) and you're reduced to top-deck mode, just hoping to find something that will turn the game back around to your advantage.

THE OUTCOME

Here is what actually happened when Weissman cast the Windfall: Kastle discarded Humble, Path of Peace, Dragon Blood, and Congregate. He had two different ways to deal with the Avatar plus some other pretty powerful cards. By making the play that led to card advantage instead of taking a risky play that might have won him the game, Weissman vastly improved his situation and made it much more likely that he would win the game later on.

Weissman's new hand was two lands, Silent Attendant, and Morphling. Although I don't know the exact cards

IT'S ALL ABOUT ADVANTAGE

Card advantage is a fairly straightforward idea. The basic resource of the game is cards. We each start with seven of them and we each get to draw one per turn. The idea of card advantage is that if you can somehow use one of your cards to neutralize two of your opponent's cards, or if you can draw more cards than your opponent does, then you gain an advantage—card advantage—over your opponent. If you get far enough ahead on card advantage, you should win the game. That's the theory, anyway.

The card advantage theory doesn't always work in practice. Cards like Ball Lightning and Fireblast are notorious for throwing away card advantage, but are, nevertheless, very powerful ways to win a game. That's because these cards generate "time advantage"—they bring your opponent closer to death.

Most cards that merely generate time advantage aren't very powerful. Curfew is a good example of this. Whenever you

and you have a Fireblast in your hand, you don't care if you use up three of your cards—the game is over! Similarly, you don't care if several of your creatures die in an all-out attack if the attack will defeat your opponent (or be close enough that a similar attack next turn will finish the job).

When given the choice between playing for card advantage and playing for time advantage, you have to evaluate what's happening in the game. If your opponent is near death or your play will put him or her there, you probably want to play for time advantage. However, in the Weissman/Kastle match we looked at above, that just isn't the case.

The time advantage play is to get Serra Avatar into play as quickly as possible and beat Kastle in the head with it. However, Weissman knows Kastle might have an answer in his hand and, more importantly, this is Weissman's last chance to generate serious card advantage with Windfall. So he (correctly) made the card advantage play.

CARDS DARWIN
HAD TO DUMP
AS A RESULT OF
YOUR WINDFALL



YOUR FRESHLY
DRAWN HAND



Card equilibrium...

Having more cards is better than having fewer. Brian avoided a "top deck" situation and some future headaches.

that Kastle drew, it's almost impossible that his new hand was better than Humble, Path of Peace, Dragon Blood, and Congregate.

The Morphling "wrecked house" and Weissman won the game about six turns later. Weissman also won game two to take the match and four rounds later found himself in 10th place at the end of the tournament. He didn't get to compete for the big bucks on the line in the Top 8, but since two people in the Top 8 had already qualified, Weissman will be competing for the even bigger bucks available at the fourth Pro Tour—L.A.

cast Curfew, you usually use up one of your cards (Curfew), but don't eliminate any of your opponent's cards. Sometimes people take advantage of the fact that Curfew is an instant by casting it in response to an opponent's creature elimination spell (thus saving the creature and annoying their opponent by making him or her pick a creature up). In those cases, Curfew generates card neutrality (you used up a Curfew and your opponent used up a creature removal spell) instead of card disadvantage, which is why those are the only times Curfew seems good.

Occasionally, the time advantage play is the right play. If your opponent is at 4 life

MAKING THE RIGHT CHOICE

Most well-tuned constructed decks concentrate on winning either through time advantage or through card advantage, but rarely do they win through a combination. However, in Limited formats (Sealed and Draft), these sorts of questions come up all the time. I think the best Limited players are exactly

those players who know when to go for the throat and when to solidify their position to help ensure a victory later in the game. At Grand Prix—San Francisco, Brian Weissman proved he belongs in that category. *

If you want to read more about Randy's thoughts on card advantage and time advantage, check out his Strategy Guide to Classic (Sixth Edition), due out in May. And, of course, if you see an interesting situation that might make a good subject for this column, feel free to email Randy at <buehler@stargate.net>.

There's electricity in the air.



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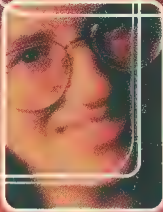
<www.wizards.com/ProTour>.

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YAHOO!

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Back in the days of "The Deck"

(an early blue/white control deck that relied on a couple of Serra Angels as its only damage sources), blue/red provided a (less popular) alternative control archetype. These blue/red variants used counter-magic, red damage spells, and a few red fliers like Shivan Dragon or Roc of Kher Ridges to control the game and deal the deathblow.

CounterPhoenix Rises

You Can Control and Punish with This Deck

Near the end of the 1998 Pro Tour season, a new blue/red control deck emerged featuring Shard Phoenix. The Phoenix doubles as a flying creature and a reusable small Earthquake. Combined with Forbid and a large mana supply, Shard Phoenix can also form a near-lock. The "CounterPhoenix" deck became popular in Rath Cycle tournaments, but versions of it have done well in Standard.

BUILDING THE DECK

A Phoenix deck must, of course, have Phoenixes. You don't want a Shard Phoenix in your opening hand, but you need one as soon as you have five mana. Most players use four, but some drop to three, especially if they use a lot of library-searching or card-drawing cards.

In many versions, Shard Phoenix is the only creature. However, some players (including columnist Randy Buehler) swear by Mogg Fanatic as a second creature. Part of the choice depends on the environment you expect to encounter. Against weenie and Sligh decks (especially Goblin Lackey variants), Fanatic is very strong. Also, Buehler points out that a few Fanatics give you enough creatures to create a Portcullis lock, which can shut down a Recurring Nightmare infinite-mana deck. In his current CounterPhoenix deck, Buehler runs three Fanatics, plus another Fanatic and three Portcullises in his sideboard.

Next you need counter-magic, and a lot of it. Just about everyone uses four Forbids and four Counterspells. Mana Leak is also popular, and most versions include two to four. After that, decks start to diverge. Some players stop right

there, with as few as 10 counter-magic spells in the deck. Others include as many as 18.

Some CounterPhoenix players swear by Force Spike, because it stops early creature plays (especially the dreaded first-turn Goblin Lackey) and can be used as Forbid fodder later in the game. Others, though, feel Force Spike doesn't work well in the overall deck strategy, and that Mogg Fanatic is better against first-turn creatures.

Dismiss is also controversial. It's too expensive to play early, but when you have plenty of mana late in the game, it's free...even though spending that extra mana may prevent you from recursing a Phoenix for a turn. Still, many players find two Dismisses worth including. Rewind creates a similar quandary: too expensive for the early game, but very nice to have in the midgame (and not bad late in the game). A number of decks use two Rewinds.

REMOVAL AND MANIPULATION

Next come the damage spells. Shock is a clear favorite here, and almost all versions include four. For some decks, that's enough. Other versions gain more firepower by adding one to four Incinerates or Kindles. Some also include one or two Earthquakes or Steam Blasts to help control any early creature rushes before the Phoenix can emerge. Decks light on counter-magic will need more damage spells because the player can't counter many creatures. Many deckbuilders also include Nevinyrral's Disk and Capsize to deal with the permanents that they can't destroy with red damage.

Library manipulation spells comprise the final spell group. Intuition is the favored spell and most versions of the deck contain three or four. The big debate here is over Whispers of the Muse and Brainstorm. Some players swear by Whispers for late-game card advantage. Others find that they almost never play Whispers with buyback because they use their mana to replay the Phoenix, so Brainstorm gives a better effect for the same cost. It seems to come down to play style. Try each of them and see which one works better for you—then use three or four copies of your choice. Some players also include a Scroll Rack or two.

“Under the new Magic rules, CounterPhoenix will become stronger...”



MANA HUNGRY

The rest of the deck is lands. CounterPhoenix is a very mana-hungry deck, so you need a *lot* of lands. It takes five mana just to get your Phoenix into play, and later you'll want to play or recycle the Phoenix and still keep mana open for countermagic. Some versions of the deck run up to 30 lands—that's half the deck! Twenty-six seems to be the minimum recommended by top players, though some tourney reports have shown players successful with only 24 lands.

Playing this many lands means you'll end up with a land glut later in the game, but you can always use extra lands to buyback Forbid. Most players use eight mountains, four Reflecting Pools, and finish off with islands. Some players substitute Caldera Lakes for a few of the islands and some swap out Reflecting Pools, either for Caldera Lakes or more basic lands, to avoid mana problems in the early game.

PLAYING THE DECK

Much of the advice I've given for any control deck applies to CounterPhoenix: play defensively, don't panic at early life loss, save most of your instants to play during your opponent's turn, counter "threat" spells and let less threatening ones resolve, study the field so you'll know your opponent's deck well enough to know what the real threat spells are, bluff, and so on.

However, CounterPhoenix does have some distinct features that require different treatment from the more defensive blue/white or mono-blue control decks. First, creatures aren't as threatening. You have damage spells to take out individual creatures, along with Phoenixes, Disks, and possibly Earthquake or Steam Blast for mass creature removal. A careful opponent may avoid playing many creatures at once...but this actually helps you because it prevents swarm tactics that often take down pure permission decks.

Then there's Shard Phoenix. The Phoenix will be your eventual route to victory, 2 damage at a time. Your opponent can kill it, but it just keeps coming back for more. If your opponent plays creatures with flying or large creatures, you may need to combine Phoenix damage with direct damage from spells to clear a path, but your resources are renewable, so you'll get through eventually.

With sufficient mana, a recycling Phoenix and your one-card-per-turn draw allows you to cast Forbid with buyback every turn. When you can counter one of your opponent's threats every turn, you have yourself a fairly efficient lock. With two Phoenixes, you can reserve one for Forbid while using the other to whittle away your opponent's life. If you have only one Phoenix, you may want to keep it in your hand when you don't have many other cards to toss for Forbid. If your opponent holds off casting spells to build up enough to get one past your countermagic, this gives you more time to draw additional counterspells and perhaps another Phoenix.

LOOKING AHEAD

When the new Magic rules go into effect in June, CounterPhoenix will become stronger in some ways and weaker in others.

Changes in the combat rules significantly increase the value of creatures that you sacrifice for an effect. You can attack or block with the creature, assign combat damage, and then sacrifice it (both dealing damage *and* getting the effect). This means a Mogg Fanatic can kill a 2/2 creature (or two 1/1s), and Shard Phoenix can block and then be sacrificed to take out a 4/4 non-flying attacker.

However, the Forbid tricks that help this deck lock opponents down become less effective. Your opponent can respond to your Forbid-with-buyback by playing an instant and you won't be able to use that Forbid to counter the second spell, because it won't return to your hand until it resolves. It will be interesting to see how these factors balance out, and whether the deck ends up becoming more or less popular. ☺

Like the mythical bird that Shard Phoenix is named for, BethMo rises from the ashes of each set of rules changes to control the nest of Magic rules.

BUILD AND CONQUER

RANDY BUEHLER took second place at 1998's Grand Prix-Boston and third at Grand Prix-Lisbon (both Rath Cycle events) playing the "Forbidden Phoenix." This is his **Lisbon version**, which he said was slightly better than the Boston deck. If he were playing it again, Randy says he would swap out Caldera Lake for one more Scroll Rack.

BLUE (25)

- 3 Capsize
- 4 Counterspell
- 2 Dismiss
- 4 Forbid
- 4 Intuition
- 4 Mana Leak
- 4 Shock

RED (5)

- 1 Mogg Fanatic
- 4 Shard Phoenix

ARTIFACTS (1)

- 1 Scroll Rack

LANDS (29)

- 1 Caldera Lake
- 14 Island
- 10 Mountain
- 4 Reflecting Pool

SIDEBOARD

- 1 Dismiss
- 3 Mogg Fanatic
- 3 Portcullis
- 3 Shattering Pulse
- 2 Stalking Stones
- 3 Thalagos Drifters

EVANS COUNTERPHOENIX

The Dojo listed this **Standard version** of "CounterPhoenix" by Forrest Evans in its "Decks to Beat" section for January 1999.

BLUE (23)

- 1 Capsize
- 4 Counterspell
- 2 Dismiss
- 4 Forbid

- 4 Force Spike
- 2 Intuition
- 2 Mana Leak
- 4 Whispers of the Muse

RED (10)

- 1 Earthquake
- 3 Incinerate
- 3 Shard Phoenix
- 3 Shock

ARTIFACTS (3)

- 3 Nevinyrral's Disk

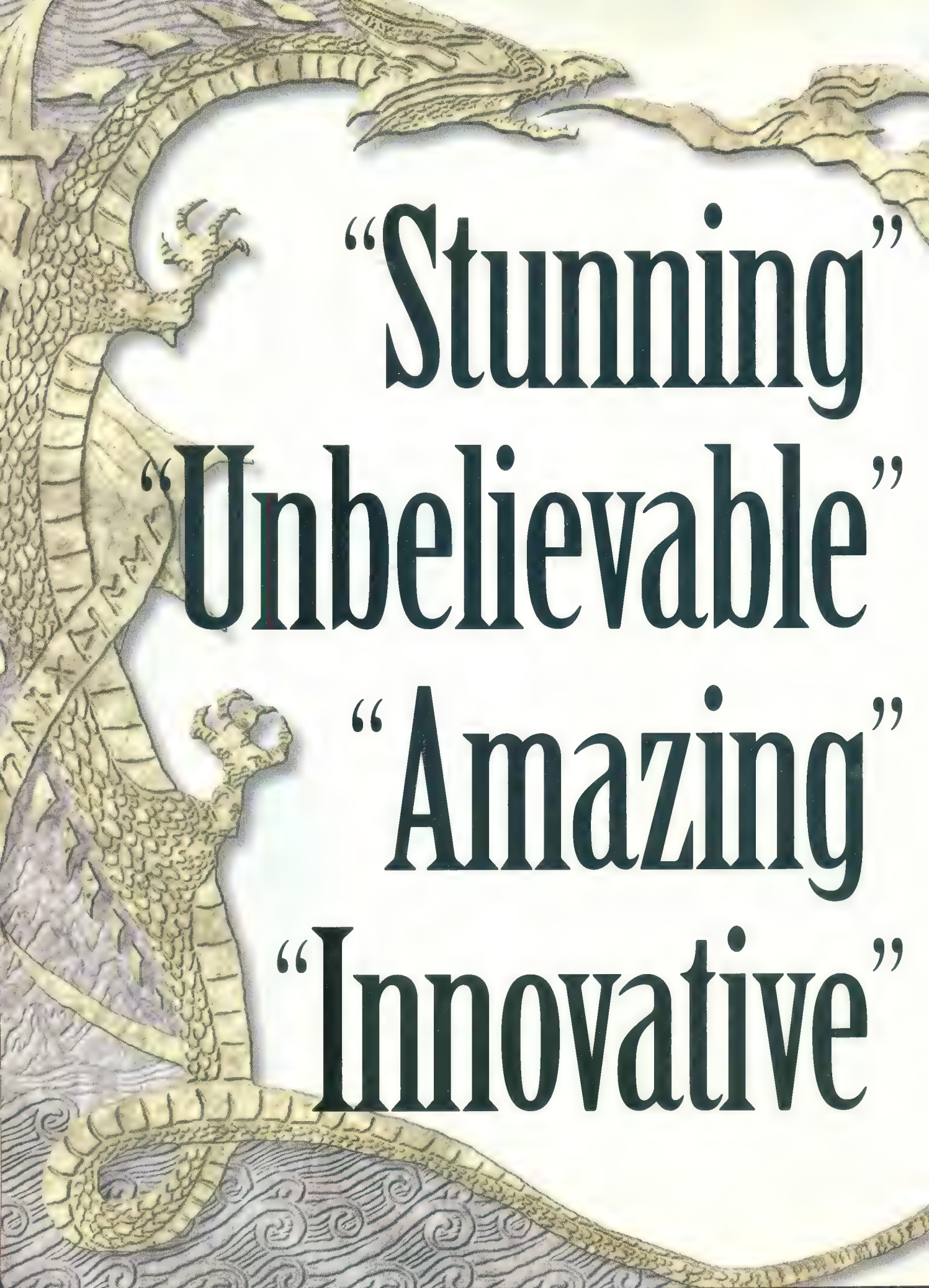
LANDS (28)

- 16 Island
- 8 Mountain
- 4 Reflecting Pool

SIDEBOARD

- 2 Arcane Laboratory
- 1 Earthquake
- 4 Hydroblast
- 4 Pyroblast
- 2 Shattering Pulse
- 2 Wall of Tears





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for the big show. That's right, you're going to the Pro Tour to draft against the top brass. You feel confident after a ton of practicing with your comic shop buddies before the big event. But there's more to drafting than just knowing the cards.

Tightening Your Draft Strategy

To Succeed in Draft Magic, You Have to Play the Table

It's your first day at your first Pro Tour event...you look up at the draft pairings and your dreams of making the cut disappear. You find yourself sitting between Jon Finkel and Casey McCarrel. You try your hardest but end up going 1-3 and drop, deflated. A few hours later, you roll into the side events room and get into a new draft. This time you don't recognize a face at the table and go 2-1, losing a close third game to a crazy mono-red deck in the last round.

Whenever you play in a high profile event, you're probably in a tight draft.

What was the difference between these two drafts? Could you have drafted better during the main event, even though you were being squeezed by the best in the world? Or was it just impossible to get good "looks" during that draft? Further, did you best exploit the conditions at the second draft? This article will try to answer both questions by discussing what to look for when drafting and how to optimize your "looks" in both loose and tight drafts.

THE TIGHT DRAFT

What is a tight draft? Well, whenever you play in a high profile event, whether it's a Qualifier tournament, a Grand Prix event, or the *Duelist Invitational*, you are probably in a tight draft. Normally, good players won't let good cards drift too far down the table, so you won't be able to sit back and take all the good cards. Instead, your options will be limited by the drafting skills of the other players in the draft.

Other conditions can also make a draft tight. For example, if the player to your right is "hating" you (taking cards that won't go in his or her deck but could go in yours), you'll find it difficult to pull the cards you need in the colors you have chosen. In addition, when the card pool is

weak, the draft will tighten up as all the players try to draft the few available bombs (game-breaking cards).

HOW TO EXPLOIT THE TIGHT DRAFT

When you find tight conditions at a draft table, you must commit to your colors early. If you pick Pestilence first in a Rochester Draft, you must be willing to take a much worse black card second or you will disrupt the draft by confusing the player to your left. If you instead take a good white card over a decent black card, and continue to take the best card available rather than the best card in your colors, you force the player to your left to move around too much trying to compensate for what you are doing.

The player to your left will struggle to find his or her colors because that player's natural instinct will normally be to accommodate you if he or she can draft colors you aren't drafting (it's really in his or her best interest). By spreading your picks over more than one or two colors

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"We had years to prepare, while they had mere minutes."
—Kerick, sleeper agent

Illus. Mark Tedin

1. no 1. During your next upkeep after this permanent enters under your control, pay its casting cost or sacrifice it.
You may play *Silidian Grunts* any time you could play an instant.
These are unless you're in a pinch.

Illus. Peter Young

Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)
♣: Tap target artifact, creature, or land.
Not even, cage is made of bars.

Illus. Mark Tedin

Labo (During your next upkeep after this permanent enters under your control, pay its casting cost or sacrifice it.)
Avallanche Riders is sacrificed by summoning sickness.
When Avallanche Riders comes into play, destroy target land.

Illus. Peter Young

DOS AND DON'TS OF DRAFTING

I

A table that is "color coordinated" will do better than the table that is counterdrafting.

II

Gauge the tournament to predict if it will be a loose or tight draft.

III

Don't commit too early in a loose draft.

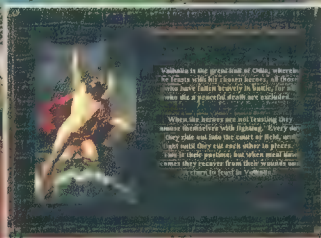
IV

Don't force your colors in a loose draft.

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early on, you probably won't end up with enough quality cards and your deck will suffer.

Good players rarely let good cards float, so you must maximize your chance of playing practically every card you draft with your quality early picks. If you stick with one color early on, you maximize the chance that you will later get good cards in that color from the player to your left. I call this "implicit collusion." You and your neighbor are making a silent pact to help each other by not taking the same colors. Offer this pact early and often. It will rarely be refused.

Less experienced players (or those who might have different agendas) may draft more loosely.

THE LOOSE DRAFT

In stark contrast to the tight draft, loose drafts usually have a lot of players who don't draft much or have different agendas. You may see some players "rare-draft" (trying to grab all the rare cards instead of trying to make a good deck). The quality of their decks is a secondary priority to these players. If the prize for winning the draft is less than the value of an excellent rare card like a Mox Diamond or a Ring of Gix, there's a good chance you are sitting in a loose draft.

Likewise, a table filled with young players, or people wearing Legend of the Five Rings T-shirts, will more likely than not generate a loose draft. Don't get me wrong—not everyone under 15 or players who belong to a "clan" are loose drafters. However, more often than not, recreational players will draft for fun and look for combo ideas rather than try to force their colors through.

Other conditions that are warning flags of a loose draft are a weak card pool, the absence of counterdrafting, or a newly released card set (because players will not yet know which cards are bombs or which colors are most powerful). If you ever see bomb cards in sixth or seventh position in a Booster Draft, you're probably in a loose draft no matter what other factors indicate.

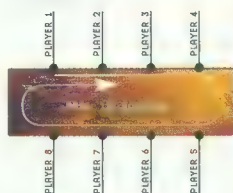
HOW TO EXPLOIT THE LOOSE DRAFT

Meandering through the draft is usually disastrous in a tight game, but trying to force a color too hard can be equally disastrous in a loose draft. Here's why. When you force a color in a loose draft, you may well end up with the lion's share of that color, but that probably won't be good enough to go 3-0. Some guy or girl sitting across from you has been looking at insane white cards while you've been forcing black and is staring at multiple Pacifisms, Sanctum Custodians, and a sixth-pick Elite Archers. That player will beat you because he or she will be the only player with quality cards in that color.

In a loose draft, only two to four people will be drafting the

Draft 101

The table



Details and Complications:

- Some tournaments don't allow the handling of your deck while drafting. You may only review your selections between boosters.
- In Rochester draft, each single booster is drafted face-up on the table.
- The player to your right will have more impact on your choices than the player on your left. Only one of the three sets of passes is done counterclockwise.

1. You and each of your opponents receive three boosters.
2. You each open your first booster and select one of the cards within. Pass the remaining 14 cards to the player on your left (clockwise).
3. Review the 14 cards you just received and select one card. (The colors the players to your right draft will greatly impact your choices.) Pass the remaining 13 cards to the player on your left.
4. Repeat this process until all the cards are gone. By the ninth pass, you should see the remnants of your first booster.
5. Open the second booster and repeat the process, passing to your right (counterclockwise). You are now greatly impacting the options of your right neighbor. By not counterdrafting, you agree to a mutually beneficial arrangement.
6. When those cards are gone (15 passes), you open your third booster and pass to the left again until all the cards are gone. You should now have 45 cards.
7. You may get as many basic lands from tournament organizers as you desire to fill out your deck.

quality cards, so there is a high probability that some color will be almost untouched by everyone at the table. The person who finds that color and then drafts it strongly will probably win the table 3-0, often with a mono-color deck. Be that player.

Your first three or four picks should be exploratory choices while you wait to discover which color will have the bombs during picks four through six. Whenever you see two excellent cards of the same color, like Arc Lightnings, in both the fourth and fifth positions, take them. More red is on the way! Snagging the bombs during this part of the draft will give you the best chance of being the player to monopolize one color and get the best picks in the second and third rotations.

So instead of your first and second picks being key (as in a tight draft), in a loose draft, picks four through six are your moneymakers. If you understand that, you'll win these loose drafts with regularity.

PRACTICE MAKES PERFECT

The most important aspect of drafting is to have enough experience to recognize the type of draft. Sometimes it will be obvious but other times you will find yourself unsure about which type of draft you've gotten involved in. Even at Pro Tour events, I have been shocked by finding extremely loose conditions. The best way to get better is to practice, practice, practice. By drafting on different days with different people of varying skill levels, your learning curve will shorten. Through this experience, you'll be able to identify the major conditions of the draft and react quickly enough to take advantage of the situation. Good luck and have fun. ♦

At the Duelist Invitational, Brian Hacker had to determine the conditions of the Saga-Legacy Booster Draft while Pro Tour pundit Chris Pikula kept both tables laughing with his comments and antics. Brian fared well, going 2-1 in the draft.

THE ART OF WAR



[Bat'leth ~~Not~~ Included.]

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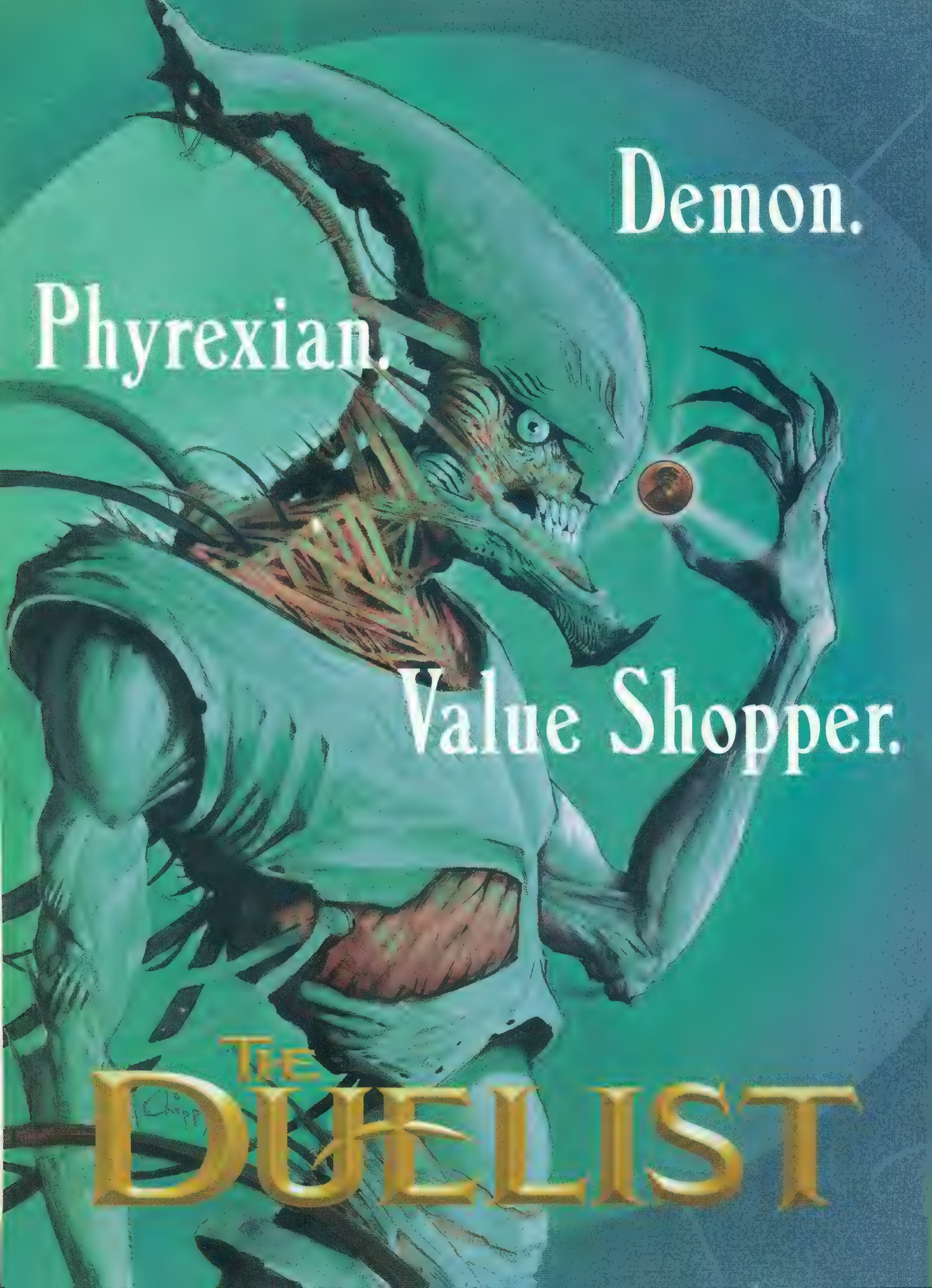
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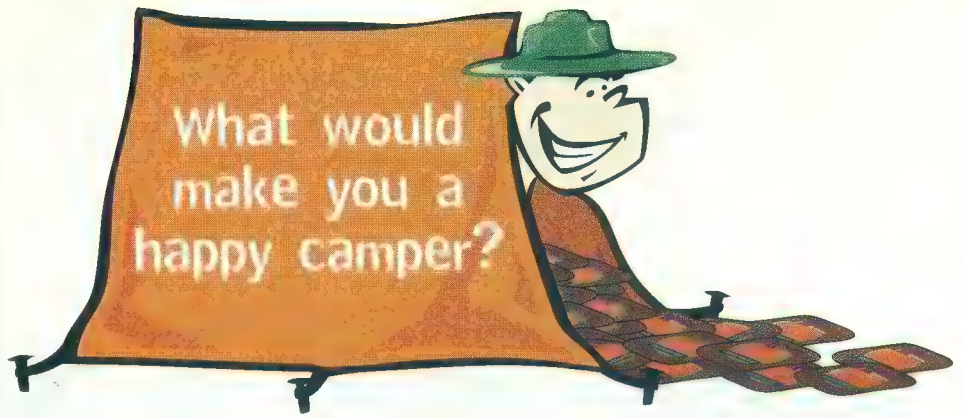
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1. **Entry:** Enter mail-in completed entry card (no "Wizards")¹. No purchase required. One entry per person. Entries must be received before midnight (Pacific Time), May 15, 1999.

2. **Prizes:** a. **Grand Prize:** One Grand Prize Winner will be awarded a one-week session at GameCamp consisting of one roundtrip coach air ticket from any major commercial international airport within the United States to SeaTac International Airport. Travel arrangements must be made at least three weeks in advance of travel dates. Prize also includes roundtrip coach airfare, hotel accommodations, and meals. All arrangements must be made through Wizards and are subject to availability. Travel shall occur between the dates of 6/22 and 6/28, depending on GameCamp session. Collectively, this prize has an estimated value of \$1,500.00.

b. **First Prize:** One First Prize Winner will be awarded paid registration for a one-week session at GameCamp. This prize has an estimated value of \$1,000.00. c. **Second Prize:** Two Second Prize Winners will be awarded \$100 worth of Wizards game products depending on availability. This prize has an estimated value of \$100.00. All other expenses and all taxes are responsibility of winner. These prizes are guaranteed to be awarded. Prizes are non-transferable, non-assignable, or redeemable for cash. Prizes will be available for winners selected by a committee based on originality and creativity on June 1, 1999.

3. **Eligibility:** Void where prohibited or restricted by law. Winner's parent or legal guardian, who co-signs for Winner, must be at least 18 years of age as of May 15, 1999. In order to receive any prize, entrant and parent or legal guardian must sign a Wizards affidavit of eligibility/release of liability/prize acceptance ("Affidavit") within ten days of receipt of notification or forfeit prize. By acceptance of prize, Winner agrees to the use of his and her name and/or likeness for purposes of advertising, trade, or promotion without further compensation. Employees of Wizards and its respective affiliates and distributors are not eligible.

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Magic All-Stars Descend on Barcelona for the Third Annual *Duelist* Invitational



Magic on the Me

by Chris Pikula

There are a lot of great things about the *Duelist* Invitational—exotic locales, a relaxed atmosphere, and the chance to design a **Magic** card. I guess the main perk for me is getting to travel somewhere cool with your friends for free. It's hard to have a bad time when someone else is footing the bill.

Unlike at a Pro Tour event, the players at the *Duelist* Invitational have time to appreciate their surroundings. There are tours, whole days with nothing planned, and only five rounds of play on the tournament days. At Pro Tour-Paris I never even saw the Eiffel Tower. But in Barcelona, I got to see some sights—mostly big churches, buildings that look like they're melting, and old military installations.

The Journey

I flew from New York with David Price and the great Jon Finkel. Our flight went through Amsterdam where many of the Invitational-bound players and *Duelist* staff caught a connection to Barcelona. I'm probably the best plane-sleeper on the Pro Tour. But sleep is tough when you sit next to Finkel. Get him on a plane and he wants to play any and every **Magic** format possible. If you only have *Homelands* cards, he'll play an all-*Homelands* game.

We got to Amsterdam and everyone was happy to see everyone else. Whenever a new group arrived, you'd hear, "Hey, how are you?" followed by, "You wanna do some drafting?" and "Man, I hope Mike Long doesn't win." We also grilled Mark Rosewater on *Classic* (Sixth



Mediterranean

Long Odds Come Through in Barcelona

by Will McDermott

Edition) rules questions, and I attempted to have a vote to reinstate the Mirror Universe kill (which doesn't work as well when you instantly die at 0 life).

Pre-Tourney Action

Learning how to eat dinner in strange lands is never easy for Magic players. Evidently restaurants in Spain open at 9 P.M.—about two hours after we showed up for our first evening meal. Some people

spent time in a nearby drinking establishment, but most of us just stood in the cold and talked Magic. After 30 minutes we realized we didn't have to stand in the cold, and went back to the hotel to talk Magic. Once the restaurant opened, Dave Price and I began the painful ritual of finding vegetarian food in Europe.

On Wednesday we piled into a bus for the planned tour organized by Bruno from Wizards' Belgian

Three days, five formats, and 15 rounds of head-to-head action at the 1999 *Duelist*

Invitational came down to a Classic best-of-five match between a (somewhat infamous) legend of Magic and the 1998 European Champion.



The Players

There are the 16 players invited to this year's Invitational (in no particular order), a veritable who's who of the Magic world.

David Price
The Beatdown King really needs no introduction. This guy casts Goblins like it's nothing.

Jon Finkel
Another household name. Still the best Magic player in the world, if I had to bet on one.

Sigurd Eskeland

Sigurd is one big Viking. A Magic great, I don't think he's ever recovered from the beating of a lifetime he received at the hands of Team Deadguy at the 1998 Worlds.

Darwin Kastle

Darwin was one of the favorites because nobody prepares for the Invitational the way he does. Last year he tore through his opponents. Of course, Darwin Kastle is not his real name—it's Miguel Sanchez.

Svend Geertsen

Svend was dubbed "Foreign Jank" at Pro Tour—Paris after a run-in with Brian Hacker, and he re-Janked Hacker at last year's Invitational. We hoped

Svend would be friendlier to Brian this year.

Brian Selden
The Champ.

Sturla Bingen

Norway's economy-model Magic player. Sturla is a great guy and very underrated as a player by Americans.

Steven O'Mahoney-Schwartz

Steven puts up amazing finishes in Magic events not held in the United States and is famous for not having built a deck since the spring of 1977.

Brian Hacker

Brian has surprised everyone with his sudden ability to build powerful Constructed decks. He casts Yawgmoth's Will more often than Price casts Goblins.

Satoshi Nakamura

Satoshi is known for wearing hats, and not hats like the ones Brian Selden and I wear. I'm talking HATS.

Matt Place

Most of us didn't know Matt still played Magic. He has a great Magic mind and would be simply amazing if he again put an effort into playing. Matt also possesses an evil, quiet, sarcastic wit.

Jakub Slemer

Jakub was the final obstacle run over by the Darwin freight train last year. I'm sure he was looking to move up a spot this year.

Olle Råde

Olle Råde was the highlight of the Invitational as far as I'm concerned. He may be the funniest man in Scandinavia.

Randy Buehler

It is said Randy plays Magic 70 hours a week. But that only leaves 98 hours for meals and Sportscenter, so I'm dubious. Randy's preparation for the Invitational probably matched Darwin's.

Mike Long

Ah, Mike Long. Mike has been compared to evil men throughout history and literature. If the Nazgûl were real, they would work for Tongo Nation. Mike and I are known not to enjoy each other's company, but I hoped there would be no controversy. Can't we all just get along?

Chris Pikula

Sure I play Magic, but did you know that Aziz Al-Doory and I were pro wrestling's British Bulldogs?

The Invitational Incident

by Mark Rosewater

While recording match results near the Long/Geertsen table, I noticed Svend Geertsen play a Terror on Mike Long's Merfolk Looter. Mike asked Svend when he was using the Terror. Svend replies, "Before you discard." Mike asked, "You mean before my discard phase?" Svend said something I couldn't make out and Mike repeated the question.

Now, the Duelist Invitational was run under Classic (Sixth Edition) rules, and discarding happens during the end phase. "Mike," I say, "There's no discard phase in Sixth Edition."

Mike then rephrased his question. "Do you mean before my end phase?"

Svend shrugs and said, "Yeah, I guess."

Mike then says, "Okay, it's still my main phase," and proceeds to play a Winter Orb (after Svend had tapped his mana for the Terror).

Svend looked at me with what I interpreted as an "I messed up,



They certainly don't LOOK like controversial cards.

didn't I?" look. He didn't say another word and simply returned to the game, untapping one land to start his next turn.

I learned later that Svend got confused by my clarification. He assumed that under Sixth Edition rules he couldn't Terror Mike's Looter during a time that wouldn't jump Mike back into his main phase when in fact you can perform actions during the discard step, which happens during the end phase. Unfortunately, Svend didn't ask for clarification during the match, so the Winter Orb stayed in play.

office. Bruno will no longer be organizing European tournaments and will be sorely missed. The tour was quite long, and Vicky Korstanje of the European Sideboard magazine demanded lots of pictures. We were all tired of them by the end, but I doubt any Magic player can say no to Vicky.

After the tour, there was another dinner. I saw many of the nonvegetarian players requesting vegetarian food. Tentacles aren't that appetizing, it seems. After dinner we went back to the hotel and did some Rochester drafting. After the draft, I started to worry about a Classic deck (nothing like having a good set of priorities).

The Tourney Begins

Day 1 started with Duplicate Limited (see "House Rules" on page 22 for a description) and continued with two rounds of Classic play. I wasn't exactly excited about the Duplicate card pool, and built a black/green deck I thought had a strong enough creature base to overcome the combos Mark Rosewater built into the set. But I

went 1-2 in this format, losing a frustrating match to Sturla Bingen's three-card combo and amazing top deck ability.

The highlight of this format was Randy Buehler's 0-3 performance. Randy built a remarkably poor deck, and then blamed Mark Rosewater. Randy claimed, "I built my deck assuming Mark had made all the colors even, but I forgot that Mark isn't very good at **Magic**." Good call, Randy.

The Classic round was scary for me because I hadn't played Classic in so long. I just used the same deck I've always played in Classic. I beat Sigurd Eskeland's Academy deck 2-0 in the first round, after which Sigurd declared my deck was "terrible." He didn't comment after he lost three more. The second round of Classic was the dreaded Mike Long confrontation. We actually had a good, friendly match (I lost 2-0). The games were close and exciting. So I ended Day 1 at 2-3. Normally this would upset me, but with Randy at 1-4, who could be sad?

The rest of Thursday evening is a foggy memory, but I remember a lot of running around trying to find bizarre cards as we all tried to construct two new decks for Day 2. Active Volcanoes and Flash Floods were the hard-to-get cards of the tourney, because nearly everyone wanted to play one or the other in the Refined Extended format. I literally had eight of each of these cards flown in from France. After my new decks were solidified, I played in some team booster drafts.

The Spectators Arrive

Unlike last year's Invitational in Rio, this year's tournament lacked spectators. This started to change on Friday—many **Magic** enthusiasts got into town for the Grand Prix event. Friday was the best day of the trip for me. I went 3-0 in the Refined Extended format using Dave Price's Goblin deck, sandwiched in between wins in Classic and Standard play.

To make my day even better, Adam Katz—one of my favorite American **Magic** players—showed up. Adam

Duplicate Limited

The first format sported a Limited set of 100 cards that included about 25 unique cards created just for the tournament (see "House Rules" on page 22 for a peek at the cards). Each player had to build a deck from this pool of cards and use that deck for the first three rounds. Amazingly, most of the players decided that blue/black was the best color combination (eight of the 16 players played blue/black decks and only three players did not play black at all).

However, Mike Long defied the field and played a blue/white control-oriented deck that used the "perpetual" enchantment Brilliant Halo and two Licids (the white Banding Licid and the blue Phasing Licid) to enchant opposing creatures again and again so his Rootwater Matriarch could then steal them. Mike stole his way to a 3-0 record in Duplicate Limited, dropping only one game in the process. Using one of the eight blue/black decks, Sturla Bingen also went undefeated at 2-0-1 (drawing against Brian Selden).

Mike Long

Blue

- 1 Hakim, Loreweaver
- 1 Memory Lapse
- 1 Phasing Licid*
- 1 Power Sink
- 1 Ripple*
- 1 Rootwater Matriarch
- 1 Scrivener
- 1 Teferi's Thalakos Subjects*
- 1 Thalakos Lancer*
- 1 Thalakos Seer

White

- 1 Banding Licid*
- 1 Brilliant Halo
- 1 Change of Heart
- 1 Clear



- 1 Disciple of Grace
- 1 Flanking Knight*
- 1 Intrepid Hero
- 1 Marble Titan
- 1 Monk Idealist
- 1 Serene Offering
- 1 Silent Attendant
- 1 Soltari Sergeant*
- 1 Spirit Leech*
- 1 Warrior *en-Kor*

Lands

- 8 Island
- 10 Plains

Sturla Bingen

Black

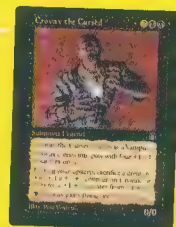
- 1 Crovax the Cursed
- 1 Dauthi Knight*
- 1 Diabolic Edict
- 1 Flesh Reaver
- 1 Funeral March
- 1 Grollub
- 1 Mind Maggots
- 1 Shadow Licid*
- 1 Skirge Familiar
- 1 Speedy Zombie*
- 1 Spinal Graft
- 1 Wave of Terror

Blue

- 1 Hakim, Loreweaver
- 1 Memory Lapse
- 1 Mirozel
- 1 Phasing Licid*
- 1 Power Sink
- 1 Ripple*
- 1 Rootwater Matriarch
- 1 Scrivener
- 1 Skyshroud Condor
- 1 Teacher*
- 1 Teferi's Thalakos Subjects*
- 1 Thalakos Seer

Lands

- 9 Island
- 8 Swamp



Classic

No need for explanations here (unless you're completely new to **Magic**). The Classic format (sometimes called Type "Fun") lets you use nearly all the cards ever printed (over 3,500 different cards now). Even the most absurdly powerful cards are allowed (at one per deck) and the games often come down to which

player can play the most cards on turn one (a number that can easily hit double digits). This is **Magic** at its wildest.

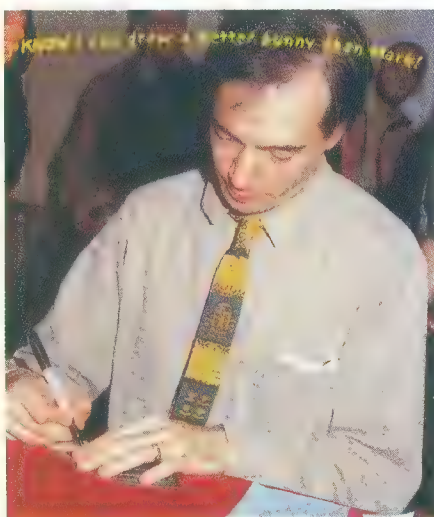
The wild man of Rio last year, Darwin Kastle, ruled this format along with this year's finalist, Sturla Bingen. Both players went 3-0, but Kastle never dropped a game, and so became the King of



"I remember you now, you used to wear a bow tie!" Mark Rosewater makes a call in Bingen's favor. Mike listens patiently.

had perhaps the best idea of the week—Pizza Hut. So after our "grueling" five rounds were finished for the day, Adam, Dave Price, Olle Råde, and I headed off for the Hut (unsure about where we were going). On the way we met a lot of people who didn't speak English, passed the fine (Adam's opinion) establishment of Erotic World about 12 times, and nearly ate at the dreaded Pizza Wok before finding Pizza Hut.

This was the most entertaining meal of the week, as Olle kept me laughing with his impersonations of **Magic** players and his analysis of the infamous "Wall of Boom" deck. Adam came through by getting plates—in Spain you apparently don't get plates unless you ask for them. Resisting the allure of Erotic World, we made it back to the hotel, ready for more drafting.



Who let THIS guy in!?!
As dictated by Barcelonian code of honor, Richard Garfield submits himself to some handwriting analysis.

Worst Case of Mana Burn Ever

Going into the last day, the standings at the top were tight. Sturla was in the driver's seat, and Mike Long and I were fighting for second. The first three rounds of the day were Booster Draft, using one *Urza's Saga* booster followed by two *Urza's Legacy* boosters.

The draft was cool for two reasons: We were drafting brand-new cards we had never seen and we knew we would not play the people sitting next to us at the draft table. This led to some interesting draft strategies. Mike Long passed Randy Buehler a lot of powerful black cards. Randy repaid the favor by using his black/blue deck to defeat Sturla.

The draft was a lot of fun for me as well, because Mark Rosewater let me get quite vocal about certain cards during the draft. I think my various sound effects entertained Will McDermott to the point of girlish giggling. I drafted a solid red/green deck, and went 3-0. Mike lost to Sturla, which moved me into second place as we went into the final two rounds of Standard play.

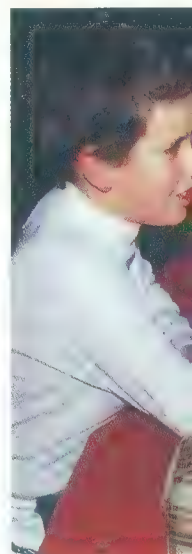
You really couldn't create a better storyline. With Sturla assured one spot in the finals, it was me versus Mike Long for the other spot. My last two matches were against Svend Geertsen and Brian Selden. If I beat them both, I was in for sure. I was playing a Hatred deck in which I had confidence and riding an eight-match winning streak. Mike Long was playing Merfolk and would have to play two Necro decks (Brian Hacker and Svend). Everything seemed perfect.

And then I screwed up.

This is a basic rule. Cast Priest of Gix first. It just makes sense. You get the mana right back. I meant to cast Priest and then Cursed Scroll and Blood Pet, suffering one point of mana burn. Instead I cast Cursed Scroll first and burned for two. Thus, I couldn't play Hatred for 18 on my 2/2 Blood Pet the next turn. Svend dropped a Nevinyrral's Disk and went on to win the match. Hacker beat Mike, however, so all I had to do was win my last match.

Unfortunately, Brian Selden was playing the most ridiculous deck I've ever seen. After going 0-4 on the day, the champ let me play exactly seven turns in two games. Shortly thereafter, Mike beat Svend in a game that was more controversial than it should have been. Mike pulled an old-school trick on Svend and Svend fell for it. (See the "Invitational Incident" sidebar for details.) So, I was out and Mike was in.

What do you do at a time like that? You go to Pizza Hut. But it couldn't be that simple. There's always one meal at a **Magic** event that transforms from "me and some friends (Dave Price and Olle Råde) going out to eat" into "me and the entire **Magic** community swarming a restaurant." This was that meal. Still, this meal reinforced our feeling that Pizza Hut was indeed the finest dining in Spain.



Mike Long and the Last Supper

As you should know by now, Mike Long won the 1999 *Duelist Invitational*. I didn't watch the finals. I would have found it excruciating. I spent most of the day gunslinging with my Classic deck. I even got to use my Mirror Universe (they still use *Fifth Edition* rules in the real world) and it felt like old times. I also checked out the Grand Prix action, catching the all-Legion semifinals match between Raphael Levy and Alex Shvartsman.

The big event of the day was the late, late dinner for everyone involved with the Invitational and the Grand Prix. Adam Katz and Rudy



"Who you callin' a turtle-necked Spaniard!?!"
Brian Selden was found here gunslinging with a ferocious-looking local.

Edwards even weaseled their way into this dinner. We all piled into a bus and started to drive and drive and drive. I don't know much about Spain's geography, but I don't recall a weird and scary jungle located an hour's drive from Barcelona.

Eventually we got to a villa-turned-restaurant that must have been the only civilization for 50 miles. The dinner conversation was mostly about movies. Everyone was shocked and disturbed at Rudy's dislike of *Fargo*. Dave and I managed to get some cheese omelets which were quite tasty.

The long ride home featured more

Classic at the 1999 Invitational. However, Kastle's crowning moment was beating Mike Long—for the first time in Kastle's career—in a battle between two Necro decks. Kastle won in two straight games.

Using his Tolarian Academy/Capsize/Candelabra of Tawnos deck, which would take him to the brink of victory in the finals, Bingen also went 3-0. He dropped one game against 1998 Pro Tour Player of the Year Jon Finkel, thus marring his perfect round.

Darwin Kastle

Spells

- 1 Ancestral Recall
- 1 Balance
- 4 Dark Ritual
- 1 Demonic Tutor
- 4 Duress
- 1 Gorilla Shaman
- 4 Hymn to Tourach
- 4 Hypnotic Specter
- 2 Juzám Djinn
- 4 Necropotence
- 1 Time Walk
- 4 Yawgmoth's Will

Artifacts

- 1 Black Lotus
- 4 Lotus Petal
- 1 Mox Jet
- 1 Mox Ruby
- 1 Mox Sapphire
- 2 Nevinyrral's Disk
- 1 Zuran Orb

Lands

- 4 Badlands
- 1 Library of Alexandria
- 4 Scrubland
- 1 Strip Mine
- 4 Underground Sea
- 4 Wasteland

Sideboard

- 1 Blue Elemental Blast
- 4 Diabolic Edict
- 2 Disenchant
- 2 Hydroblast
- 1 Nether Void
- 3 Pyroblast
- 2 Serrated Arrows

Refined Extended

The very first Pro Tour produced the New York Extended format, in which players had to construct decks using at least five cards from all the available

Extended sets (everything from *The Dark* onward). Well, there are now 15 expansions (if you count *Chronicles* but not *Third Edition*), so if you use exactly five cards (no more, no less) from each of the 15 expansions, you get 75 cards (a 60-card deck and a 15-card sideboard). That's what Mark asked the Invitational players to do in the first major tournament to force players to play with *exactly* 60-card decks.

In this odd format, Chris Pikula used one color (red—what else for a Deadguy?) to post a 3-0 record, beating his opponents down with lots of Goblins from various expansions, along with Ball Lightnings from *The Dark* (of course). Pikula plowed through Hacker and Buehler without batting an eye, but almost got derailed by Matt Place, who won the first game and almost stopped Pikula's hordes in the second and third games. But Goblin Grenades and Fireblasts finished the job in both games, securing Pikula's win in this format.

Bingen and Long also went 3-0 in this format. These two eventual finalists used similar mono-blue decks to post perfect records. However, Pikula's opponents had better records, so the Deadguy won the round on the tiebreaker.

Chris Pikula

Spells

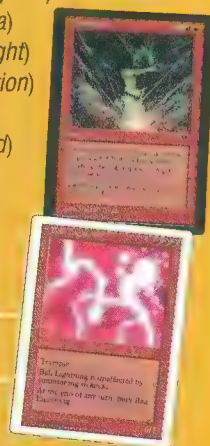
- 4 Ball Lightning (*The Dark*)
- 3 Death Spark (*Alliances*)
- 4 Fireblast (*Visions*)
- 1 Goblin Digging Team (*Chronicles*)
- 4 Goblin Grenade (*Fallen Empires*)
- 4 Goblin Lackey (*Urza's Saga*)
- 4 Goblin Vandals (*Weatherlight*)
- 4 Lightning Bolt (*Fourth Edition*)
- 4 Mogg Fanatic (*Tempest*)
- 4 Mogg Flunkies (*Stronghold*)
- 4 Raging Goblin (*Exodus*)
- 1 Shock (*Stronghold*)
- 1 Viashino Sandstalker (*Visions*)

Artifacts

- 1 Cursed Scroll (*Tempest*)

Lands

- 5 Mountain (*Ice Age*)
- 5 Mountain (*Mirage*)
- 1 Mountain (*Fourth Edition*)
- 5 Mountain (*Fifth Edition*)
- 1 Mountain (*Urza's Saga*)



talk (yelling) about movies, but this time there was a new voice. Skaff Elias was making his presence known—and nothing could have made me happier. Whenever anything goes wrong in the world of **Magic**, Skaff is like a big, hairy, vulgar angel who can save the day.

Need to play an *Arabian Nights*/*Antiquities*/*Fallen Empires* draft? Skaff can get you the packs in nine minutes. Need a card banned? Skaff will ban it post-haste. Let me tell you something else about Skaff: The man knows movies. Some of us are currently planning the Skaff Invitational, which involves Wizards of the Coast flying us to Skaff's house to watch movies. We'll pay for our own meals. Really.



*"I got a rock."
Grand Prix winner Kai Budde
and Invitational champ Mike Long pose
with their fancy new paperweights.*

A group of us stayed up all night at the hotel talking about movies and **Magic**, establishing two things: Time Spiral is a nightmare and Darwin really liked that scene in *Bound*. Soon enough, we were all heading back to the airport. Another great week of **Magic** was over. On to the Skaff Invitational!

Chris Pikula is more entertaining in person and on paper than any Hoosier since Dave Letterman (but I do not have a girlish giggle).

The Metaga History Tou

The Choices You Make Before You Play Will Affect Every Game You Play

by Jon Finkel

I recently attended the *Duelist Invitational* in Barcelona and had the unique opportunity to put one of the most overlooked parts of **Magic** strategy into action: the metagame. The metagame is defined as the choices you make outside of actual play. Choosing what deck to play, what decks to be prepared to play against, or going into a draft knowing what colors to take or avoid—these choices have at least as much impact on your performance as your actual play.

Many times over my **Magic** career, I've made choices based mostly on what I thought other people would do, and this has usually paid off. But when I've fallen behind or ignored the metagame, my results have often been less than spectacular.

In order to play the metagame properly, you have to understand the interaction between different colors and strategies. This applies not only to the top player who wants to beat Sligh decks at the next Pro Tour, but to the casual player who's tired of losing to the friend who always plays blue. I'm going to show you some famous examples from professional **Magic** and discuss what we can learn from them today.

First, Howling Mine sets up an environment in which time advantage is more relevant than card advantage. One Hymn takes away only a single turn's worth of cards and is therefore much less disruptive. The Mine also enables the Stasis player to keep pace in card-drawing while Necropotence is in play, because the Necro player doesn't get the extra card every turn.

Meanwhile, Stasis keeps both players' lands tapped, moving the limiting factor on playing spells from available cards to available mana. This makes the card advantage from Necropotence almost irrelevant. Necro's biggest weakness is its inability to handle permanents without Nevinyrral's Disk. Both of the TurboStasis threat cards are cheap permanents. Stasis makes the Disks worthless, locking the Necro deck. Even today, Necro players shudder at the mention of Winter Orb, and cheap permanents like Cursed Scroll exploit their lack of enchantment and artifact removal.



Black Summer's End—1996 U.S. Nationals

I was introduced to the concept of the metagame at the 1996 U.S. Nationals. At the height of "Black Summer"—when it seemed everyone was playing Necro decks—four top players (Mike Long, Mike Dove, Matt Place, and Derek Rank) played a deck specifically designed to beat Necro decks: TurboStasis. Why did TurboStasis beat Necro? It tried to nullify Necro's greatest strength while taking advantage of its greatest weakness.

TurboStasis nullifies the massive card advantage obtained through Hymns to Tourach and Necropotence in two ways.

TurboStasis—Matt Place

Blue Spells (18)

- 4 Arcane Denial
- 4 Boomerang
- 4 Force of Will
- 2 Recall
- 4 Stasis

White Spells (3)

- 2 Kismet
- 1 Land Tax

Artifacts (14)

- 3 Despotic Scepter
- 1 Feldon's Cane
- 4 Howling Mine
- 1 Ivory Tower

4 Lim-Dûl's Vault

1 Zuran Orb

Lands (25)

4 Adarkar Wastes

4 City of Brass

13 Island

4 Underground River

Sideboard

1 Black Vise

2 Blue Elemental Blast

2 Disenchant

2 Hydroblast

1 Kismet

1 Lodestone Bauble

3 Mana Short

1 Swords to Plowshares

2 Wall of Air

Green Dominates?— 1998 U.S. Nationals

Another fine example of playing the metagame occurred at the 1998 U.S. Nationals, where fast, aggressive decks dominated the field. These speedy decks were either mono-white, mono-black, or mono-red, but they all shared many of the same strategies.

To combat these decks, five or six people played the "Stupid Green" deck, a deck that was never good before this tournament and has never really reappeared since. Stupid Green beat all three of the aggressive decks, but let's concentrate on the green versus red matchup that allowed Bryce Currence to make the U.S. national team.

Red's primary attack strategy is to use cheap, efficient creatures to attack, while using direct damage to clear blocking creatures out of the way. Stupid Green, however, can play cheap, high-toughness Walls that stop red attackers and can't easily be removed. Plus, Stupid Green uses fast mana such as Eladamri's Vineyard to produce fast, big creatures.

The Vineyard often acts as a damage source as well because the red deck can't use green mana without a Cursed Scroll. Once it nullifies the red deck's creatures

Sideboard

4 Active Volcano (*Chronicles*)

1 Castle Sengir (*Homelands*)

1 Dwarven Ruins (*Fallen Empires*)

1 Firestorm (*Weatherlight*)

2 Pyrokinesis (*Alliances*)

4 Serrated Arrows (*Homelands*)

1 Shattering Pulse (*Exodus*)

1 Tormod's Crypt (*The Dark*)

Sturla Bingen

Spells

4 Boomerang (*Chronicles*)

1 Control Magic (*Fourth Edition*)

4 Counterspell (*Ice Age*)

4 Curiosity (*Exodus*)

1 Forbid (*Exodus*)

4 Force of Will (*Alliances*)

1 Impulse (*Visions*)

4 Man-o'-War (*Visions*)

4 Ophidian (*Weatherlight*)

4 Sea Sprite (*Homelands*)

3 Suq'Ata Firewalker (*Mirage*)

4 Tradewind Rider (*Tempest*)

Lands

5 Island (*Fifth Edition*)

1 Island (*Ice Age*)

2 Island (*Mirage*)

4 Island (*Urza's Saga*)

3 Mishra's Factory (*Fourth Edition*)

4 Svyelunite Temple (*Fallen Empires*)

1 Thawing Glaciers (*Alliances*)

1 Wasteland (*Tempest*)

1 Winding Canyon (*Weatherlight*)

Sideboard

1 Arcane Laboratory (*Urza's Saga*)

1 Control Magic (*Fourth Edition*)

1 Flash Flood (*Chronicles*)

2 Ghost Ship (*The Dark*)

1 Hammerhead Shark (*Stronghold*)

4 Mana Leak (*Stronghold*)

1 Serrated Arrows (*Homelands*)

3 Tormod's Crypt (*The Dark*)



cards than the other two Constructed formats (Classic and Refined Extended), these decks were more closely matched. In fact, Brian Hacker was the only player to post a 3-0 record in Standard, using a nasty Necro Deck that tore through three of the top eight Invitational finishers—Jon Finkel, Mike Long, and Sigurd Eskelund. Hacker used Persecute and Yawgmoth's Will to further enhance the card advantage provided by Necropotence.

Brian Hacker

Spells

2 Corrupt

4 Dark Ritual

4 Diabolic Edict

4 Drain Life

4 Duress

4 Necropotence

1 Persecute

3 Skittering Skirge

4 Yawgmoth's Will

Artifacts

4 Nevinyrral's Disk

4 Urza's Bauble

Lands

22 Swamp

Sideboard

2 Coercion

4 Bottle Gnome

1 Persecute

4 Rain of Tears

4 Terror



Booster Draft

In a Booster Draft, each player starts with three booster packs. In the first round you open a booster, take one card and pass the booster to your left. You then look at the booster passed to you, take one card, and pass the booster on. You keep choosing and passing until all the cards from each player's first booster are chosen. You then open the second pack and start again, and then go through the third pack (changing direction for each new pack). In this draft, the players had the added challenge of determining the worth of cards they had never seen before (*Urza's Legacy* cards in packs two and three).

Using a lot of good black cards passed his way by Mike Long (including No Mercy and Pestilence, which are just

Standard (rounds 10-11)

Standard is, well, standard. When you talk **Magic** with your pals, you probably talk about cards legal for Standard because they come from the most recent sets. The Standard legal sets (as of the Invitational) were *Tempest*, *Stronghold*, *Exodus*, *Urza's Saga*, and *Fifth Edition*. The only odd thing about this format was that it spanned two days and was interrupted by the three rounds of Booster Draft on Day 3.

Built from a more manageable set of

with its own, Stupid Green stops Cursed Scroll through Uktabi Orangutan, Creeping Mold, or Desert Twister. This matchup makes a perfect example of the classic anti-red strategy that recursion decks like "Recurring Survival" would use later in the year: big, fast creatures, along with good answers to Cursed Scroll—which together provide an almost automatic victory against red.

Stupid Green— Bryce Currence

Green Spells (37)

- 4 Creeping Mold
- 3 Desert Twister
- 4 Eladamri's Vineyard
- 4 Llanowar Elves
- 4 Spike Feeder
- 4 Spike Weaver
- 4 Stomping Wildebeests
- 1 Survival of the Fittest
- 2 Uktabi Orangutan
- 3 Wall of Blossoms
- 4 Wall of Roots

Artifacts (4)

- 4 Cursed Scroll

Lands (19)

- 15 Forest
- 4 Wasteland

Sideboard

- 4 Emerald Charm
- 2 Null Brooch
- 3 Scragnoth
- 1 Survival of the Fittest
- 1 Uktabi Orangutan
- 4 Winter's Grasp

of its strengths as well.

The most obvious weakness of counterspells is their inability to deal with permanents. If an opponent drops a turn-one Jackal Pup, the Pup will deal a lot of damage before blue can neutralize it. The Draw-Go player has only two options: stunt his or her mana development by using up an early Quicksand or cast a turn-four Disk and chance a Ball Lightning coming into play while he or she is tapped out. If the opponent refuses to play any threats until the Draw-Go player taps mana to deal with the Pup, the counterspells aren't much use.

Red also has two methods for dealing with countermagic in the late game. The first is Cursed Scroll which, at one mana, is easy to sneak past countermagic. Often, the mere threat of this card would keep the Draw-Go player from countering other spells, again reducing the value of countermagic.

Second, red has Hammer of Bogardan, which nullifies countermagic in the late game because the Hammer can be retrieved many times in a long game (thus requiring a counterspell each time to prevent its damage) unless the opponent has a Dissipate. Often, a Hammer can win games by itself, either by bleeding countermagic from the Draw-Go player's hand or by acting as a constant source of damage.

Draw-Go's greatest strength is the incredible consistency it obtains through high land ratios and Whispers of the Muse. The deck has enough lands for a good start, and Whispers capitalizes on those lands for more cards in the late game.

However, the sheer number of instant direct-damage spells in the red deck makes playing Whispers a potentially fatal experience, because red can respond with instants after the Draw-Go player taps out. Thus, the Draw-Go player, unwilling to risk playing Whispers, is often left with too many lands and not enough spells to deal with all the red threats.

Today control decks are at perhaps their all-time weakest point, but should they ever rise again, the same principles will hold true. Cheap threats and dangerous instants will make it very hard for blue decks to win against red.

Deadguy Sligh—

Red Cards (34)

- 4 Ball Lightning
- 4 Fireblast
- 3 Fireslinger
- 3 Hammer of Bogardan
- 4 Incinerate
- 4 Ironclaw Orcs
- 4 Jackal Pup
- 4 Mogg Fanatic
- 4 Shock

Artifacts (4)

- 4 Cursed Scroll

Lands (22)

- 18 Mountain
- 4 Wasteland

Sideboard

- 4 Bottle Gnomes
- 1 Final Fortune
- 3 Phyrexian Furnace
- 4 Pyroblast
- 2 Shattering Pulse
- 1 Torture Chamber

A Tale of Two Tournaments

From these three examples, I think the importance of the metagame should be obvious. But for those of you who aren't convinced yet, here are two examples from my own recent tournament experiences.

The two most recent Constructed-format Pro Tours were held in Rome in November of 1998 and in Los Angeles, March 1998. Both tournaments sported a well-known "best" deck that won the tournament. Yet in both cases, I played a deck that lost to the top deck.

In Los Angeles, Dave Price won with a hyper-aggressive mono-red deck that took full advantage of both Wasteland and Cursed Scroll. Everyone knew beforehand that this deck would define the tournament, and I even had a copy of Dave's deck. I still insisted on playing a heavy blue control deck. Not only that, but my deck had serious trouble dealing with Cursed Scroll and used a lot of nonbasic lands (which were pure bait for the Wastelands).

This choice resulted in a very long tournament for me, in which I didn't beat a single red deck. I got lucky and only played against three of these decks, but all the work I had put into what was a good deck resulted in a mediocre performance because my deck did so poorly against the best deck in the field.

Classic Struggle— 1998 World Championships

A few months later, at the 1998 World Championships, most players thought the top deck in the field would be "Draw-Go," a mono-blue deck with heavy countermagic backed up by Nevinyrral's Disk and library manipulation. In response, many top players played aggressive mono-red Sligh decks to exploit not only the weaknesses of Draw-Go, but one



Learning My Lesson

I finally learned my lesson in Rome, where I again played a good, well-tuned deck that lost to the best deck in the field. Rome was dominated by blue combo decks (the original Tolarian Academy–Mind Over Matter decks as well as the High Tide version). Combo decks are traditionally very good against slower, midgame decks like the Recurring Survival deck I chose to play.

Recurring Survival has a lot of powerful options in the midgame, but without significant early-game disruption, it could not consistently beat the Academy decks. It was even worse against the High Tide decks, which I actually had access to (as with Dave's red deck before Pro Tour–L.A.), but which I never seriously considered playing. Once again I made a poor showing due to my unwillingness to listen to the metagame.

Staying Ahead of the Game

Most **Magic** players can probably remember a tournament in which it seemed as though the odds were stacked against them every round. They complain that **Magic** is a game of rock-paper-scissors—a game of matchups—and in part they're right. But I'd like to argue from my own experience that this is a good thing. Instead of taking away from playing skill, it requires an additional skill to be successful.

My success has been almost directly related to how well I analyzed (and listened to) the metagame. Today, metagame issues are even more important than they were just a year ago. Instantaneous transfer of information and ideas over the Internet makes it easy to fall behind, and all the more important to stay ahead.

However, with proper information and good choices, you can have good matchups all day at your next tournament, whether it's a Pro Tour, the *Duelist Invitational*, or just your local eight-person tourney next Sunday.

Pro Tour Player of the Year in 1998, Jon Finkel played the metagame to a 9–5–1 record and a fourth-place finish at the Duelist Invitational in Barcelona last month.

mean cards in Limited formats), Randy Buehler went 3–0 against Svend Sparre Geertsen, Sturla Bingen, and Dave Price, dropping only one game (to eventual finalist Bingen).

At the other drafting table, Chris Pikula and Sigurd Eskeland shared colors just as cooperatively. Pikula drafted a strong red/green deck with multiple fat creatures and lots of removal, while passing quality black and white cards to Eskeland on his left. Both players went 3–0 (and both defeated Steven O'Mahoney-Schwartz and Satoshi Nakamura). Once again, tiebreakers decided the eventual winner of this format, giving the nod to 1998 Rookie of the Year Randy Buehler.

Randy Buehler

Spells

- 1 Bone Shredder
- 1 Cackling Fiend
- 1 Engineered Plague
- 1 Fog of Gnats
- 1 Giant Cockroach
- 1 Intervene
- 1 King Crab
- 1 Memory Jar
- 1 Miscalculation
- 1 No Mercy
- 1 Pestilence
- 1 Phyrexian Broodlings
- 1 Phyrexian Debaser
- 1 Phyrexian Defiler
- 1 Rescind
- 1 Skittering Skirge
- 2 Snap
- 1 Thornwind Faeries
- 1 Unearth
- 1 Unworthy Dead
- 1 Windfall
- 1 Wizard Mentor

Lands

- 7 Island
- 10 Swamp



The Last Match

Bingen and Long met in a best-of-five finals on the last day of the tournament, and it took the boisterous Long all five games to finally defeat the quiet Norwegian. For the game-by-game recap of the finals, turn to "Tournament News" on page 28. To see all the decklists from the *Duelist Invitational*, check out the coverage on the European *Sideboard* website at < www.wizards.be/MAGAZINES/European_Sideboard.html>. ■

Final Standings

Here is how the players stacked up after fifteen rounds.

- 1 **Sturla Bingen (12-2-1)** 
- 2 **Mike Long (10-4-1)** 
- 3 **Chris Pikula (10-5)** 
- 4 **Jon Finkel (9-5-1)** 
- 5 **Darwin Kastle (9-6)** 
- 6 **David Price (8-7)** 
- 7 **Brian Hacker (8-7)** 
- 8 **Sigurd Eskeland (7-6-2)** 
- 9 **Svend Sparre Geertsen (6-7-2)** 
- 10 **Brian Selden (6-7-2)** 
- 11 **Satoshi Nakamura (6-9)** 
- 12 **Matt Place (6-9)** 
- 13 **Randy Buehler (5-10)** 
- 14 **Olle Råde (5-10)** 
- 15 **Jakub Slemr (5-10)** 
- 16 **Steven O'Mahoney-Schwartz (3-11-1)** 

Why we did what we did

by Bill Rose

Classic, Sixth Edition, and You

ROBERT BLESS



RICHARD KANE FERGUSON



STEVE LUKE

The *Classic* (Sixth Edition) card set and the new Sixth Edition rules are not one and the same. They share the title “*Classic* (Sixth Edition)” and they’re being released on the same day—April 28, 1999—but they are two distinctly different products.

The new rules, destined to be called Sixth Edition rules, are the rules for all of **Magic**. The *Classic* (Sixth Edition) card set will be just one of many sets governed by these rules. When you hear that game mechanics like trample or protection aren’t included in the *Classic* (Sixth Edition) card set, be assured that these game mechanics will be supported in the rules and these game mechanics will appear in other **Magic** card sets.

Magic R&D and the top rules experts know there have been problems with the **Magic** rules for years. Plus, **Magic** R&D knew the rules were needlessly complicated. But a lot of excess complication had already been weeded out in casual play. For example, until Sixth Edition rules, it was illegal to announce a spell, then tap your lands to pay for it. While illegal, many players routinely did this. (I did when I played a friendly game.) Our intention is to reduce the amount of rules, maintain **Magic** strategy, and make the rules more intuitive. We also wanted to fix the rules problems once and for all. We don’t want to revamp **Magic** rules with each new basic edition.

We wanted **Magic** play to feel the same for the average player. The vast majority of confusing rules in **Magic** rarely come up. These were the rules we targeted for cleanup. The goal was to improve **Magic**, not change it.



UNA FRICKER

The Stack Brings It Together

The most substantial rules change is the creation of "the stack." The stack most resembles the batches of the old rules, but there's a major difference: a batch was opened and spells and abilities were added, then the batch was closed and all spells and abilities in the batch resolved, last-in first-out.

The stack is like a batch that never closes. After a spell or ability has been played, both players get the opportunity to respond (just like under the old rules). Once both players pass, the last-played spell or ability resolves (just like under the old rules). Here's the key difference: instead of continuing to resolve spells and abilities, players can play more spells and abilities by adding them to the stack.

If both players decline, the last-played unresolved spell or ability resolves. If players play other spells or abilities, these get added to the stack and resolve before spells and abilities already on the stack resolve. The last-played spell or ability is always the first-resolved spell or ability (just like under the old rules).

The stack unifies how spells and abilities are played and resolved. The old rules had batches, series, triggered abilities, phase abilities, and the damage prevention step. All of these events had their own timing rules. Now the stack handles all of these events.

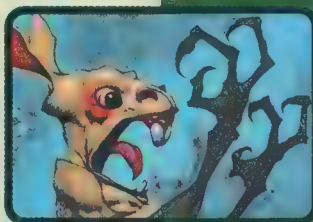
The Stack & Combat

Probably the most controversial rules change (in my opinion) is putting combat damage on the stack. We did this to unify the rules. As we developed the new rules, things seemed to fall into place—with one notable exception. How should we handle combat damage without a damage prevention step? We pared our choices to:

- Create a specialized damage prevention step that would be used only in combat.
- Force players to use damage prevention abilities before combat damage is dealt. This isn't a problem when an attacking creature is blocked by a single blocking creature, but it is problematic when multiple creatures block. The



DONATO GIANCOLA



ROBERT BLISS



Sixth Edition Tricks

by Charlie Catano

Some people are worried that the new rules might be too simple and that Magic won't have the same strategic depth it used to have. Let me show you that the new rules do not reduce strategy—they just change it a little. Experienced players know the little tricks in Magic; some of those are gone and a few new ones have been added. Here's a little *before* and *after* (like in those diet commercials) to demonstrate where the new rules add strategic choice.

Damage Prevention

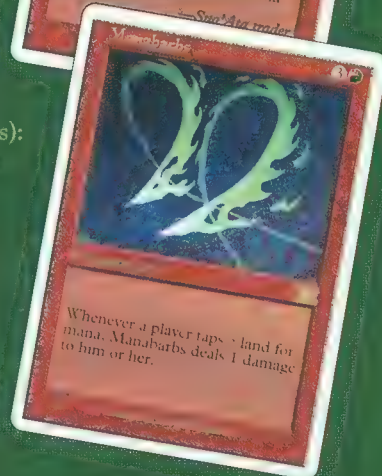
One "tricky" new area is how damage prevention works. Because damage prevention was changed to act like a shield, you can now prevent damage that you expect to occur later in the turn. Imagine that your opponent, Ed, is attacking you with some blue

creatures and some red creatures. You have Circle of Protection: Red in play and Exile (which removes an attacker from the game) in hand. Ed has used Power Sink on you in the past, and you are worried that he will do so if you try to play Exile. If Ed does, not only will you lose your Exile, but you will not be able to use your Circle of Protection: Red because the Power Sink would tap all your available mana.

Before (the overweight old rules): You had no choice—you couldn't play the Exile and still use your Circle.

After (the slim new rules): You can play Exile, and even if Ed plays Power Sink, you can respond to the Power Sink (because it is an instant) and use

your CoP: Red to prevent damage from as many of Ed's red creatures as you have mana. To summarize: *before*—no options; *after*—options.



Responding to Effects

The new rules also help increase strategy by adding flexibility to comes-into-play effects. Under the old rules, you couldn't respond to comes-into-play effects; you had to respond to the spell being played, not the effect it created. But now, you can have it either way. Let's say you have a Mogg Fanatic and an Ironclaw Orcs in play, and your opponent, Bob, plays a Ghitu Slinger (which deals two damage when it comes into play).

Before: You had no good choices—you either had to sacrifice your Mogg Fanatic in response to Bob playing the Ghitu Slinger, or you had to do nothing and let Bob decide which creature to kill.

After: You can wait until after Bob decides which creature to hit before you decide whether to sacrifice your Mogg Fanatic. To summarize: *before*—no good options; *after*—good options.

Flexible Card Drawing

One of the most interesting new choices you get under the new rules is due to counter-magic spells becoming instants. This allows the "trick" of playing an instant that draws cards in response to an opponent's spell with the hope of drawing a counterspell and countering the opponent's spell.

Let's consider the following example. You have been playing a long game with your blue/red deck against Judy's blue/red deck. You have whittled Judy down to 5 life and managed to keep your Shivan Dragon on the table for a couple of turns. Judy has been speedbumping your Dragon with little blue flyers, but she can't block it anymore.



defending player would have to choose damage prevention before the attacking player chose how to assign the attacking creature's damage.

- Put combat damage on the stack. This forces both players to assign combat damage before players need to commit damage prevention abilities.

We quickly dismissed creating a specialized damage prevention step, because it defied two major objectives. We wanted to eliminate specialized steps, and we didn't want the stack to be open only to special spells or abilities at special times. And the multiple-blocker problem derailed the second option.

So we put combat damage on the stack. This rules change does alter game strategy at a level all players will notice. In the end, we felt the complete unification of timing rules was worth supporting this change to game strategy. The truth is that combat remains relatively unchanged—with the exception that you can unsummon or sacrifice a creature and still have that creature deal damage.

Here's how damage prevention works: under the old rules, you would play a spell dealing damage to my creature, and I would let the spell resolve. Then, before the damage is actually dealt, I had a chance to prevent the damage during a damage prevention step.

Under the new rules, you play a spell dealing damage to my creature just as before. I know that when that spell resolves, the damage will be dealt

Judy's at 5 life, so things look grim for her. She decides to use the red X spells in her hand to kill your Dragon instead of saving them for you. She casts *Blaze* on your Dragon, and spends all of her mana to do so. In your hand you have a *Rescind* (Return target permanent to owner's hand. Cycling 2). You realize you only

have 20 cards left in your deck, and there are still two *Counterspells*, three *Mana Leaks*, and a *Miscalculation* left.

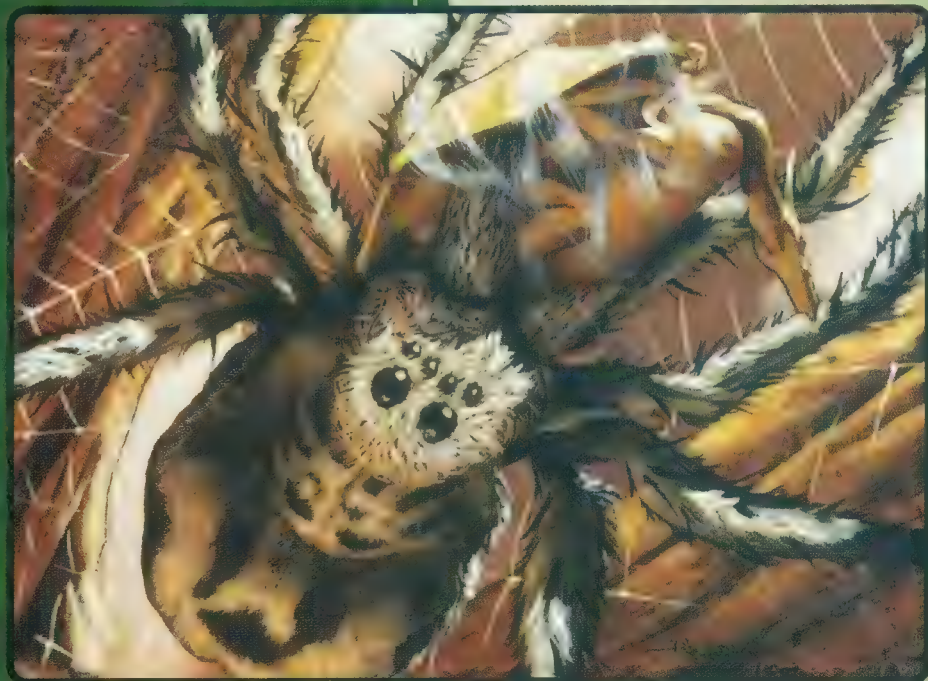
Before: If you didn't have a counterspell in your hand, you would have to play card-drawing spells immediately so you could counter-spell nasty things your opponent wants to do on his or her turn. You didn't have the option of waiting.

After: You have all kinds of options because you can wait until Judy tries to do something before you commit to playing your card-drawing spell. If you cycle your *Rescind*, you could draw a counterspell, play it to stop *Blaze*, and win on your next turn. Or you could draw your last *Whispers of the Muse*, and play it to try to draw a counterspell.

You realize you have a 40 percent chance of winning immediately, but a 60 percent chance of losing your *Shivan Dragon*. If instead you play *Rescind* to return the *Dragon* to your hand, you could replay the *Dragon* on your next turn and try to kill your opponent later. Both of these options have strengths and weaknesses, and these choices are what make *Magic* interesting. This interesting decision was brought to you by the Sixth Edition rules.

I hope by now you can see that the new rules add some interesting new choices to *Magic* play. Just remember: Choose *after* (new slim and trim rules) over *before* (old, bulky rules) because the new rules are easier to play and add the bonus of more strategy than ever before. *

Charlie Catino is a Wizards R&D guru and a new dad. Congrats, Charlie!



Backstage with Classic (Sixth Edition)

by Rob Dalton

Like everyone else in the Magic world, we've been curious about which cards would make the cut for the Classic edition of the game we love. So we told intrepid reporter Rob Dalton to do some top-notch investigative journalism. Talk to guys in trenchcoats, we said. Ply your sources with cheap whiskey, we suggested. Follow the money, we advised. But no matter what, get the story, we demanded. Using the clever "What's that behind you?" bounce-evade technique, Rob was able to get us the following report.

immediately and my creature will be destroyed. Instead of waiting for a damage prevention step, I play my damage prevention spell in response to you playing your damage-dealing spell. The last-played spell is the first-resolved spell, so my damage-prevention spell resolves, preventing future damage. Then your damage-dealing spell resolves, but the damage will be prevented.

Watching the game, you wouldn't notice a difference. The sequence will go: "I Shock your creature." "OK, I play Healing Salve." Just like before.

What the Stack Renders Obsolete

To make the stack work, we also had to eliminate interrupts. We didn't eliminate the card powers that used to be interrupts; we simply changed all interrupts into instants. You will find Counterspell and Deflection in the *Classic* (Sixth Edition) set; they will be instants. Interrupts were close to instants—in fact most players played interrupts like instants—there were differences, but these occurred infrequently. In fact, these differences didn't add any strategic depth to Magic, but they sure added complexity to the rules.

Another timing problem was triggered abilities. Players knew they could unsummon a

Who will make the cut? We're here live in New York at Carnegie Hall to find out... welcome to *Classic Cut '99*. The international gaming community has gathered to witness this historic announcement, to find out who made it in and who's on the outs for Magic's *Classic* (Sixth Edition) card set. I see deck analysts from Malaysia, planeswalkers from Prague, and—I can't believe it, there's Urza getting out of a limo with a Serra Angel!

Mr. Urza! Mr. Urza!

"Get the hell away from me, lest I rid the world of magic once and for all!"

As you can see, this event is not short on luminaries. Now join me as I peer into the maelstrom of nerves, hopes, and mana vibes flowing in the green room... backstage at *Classic Cut '99*.

I'm standing before the door that leads to myth—the world-famous green room at Carnegie Hall. On the other side of this slab of wood, we'll find the cards that took the world by storm and ushered in a new era in global gaming. The cards that this very moment await the decisions of the *Classic* selection committee. Witness...

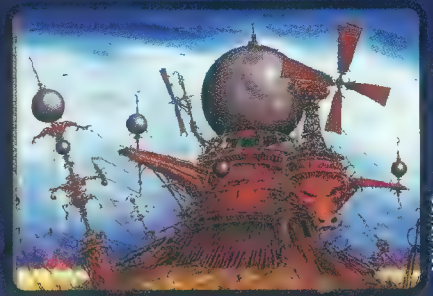
Good God, it's pandemonium

Raging Goblin just crashed through a glass coffee table, Prodigal Sorcerer has his lawyer by the throat, Scathe Zombies are writhing on the buffet table, and what in the name of all-that's-good is that thing?

I have never seen such a display of panic, rage, and turmoil. It's as if Tolkien's head exploded—wait, let's try to get a word in here with Talruum Minotaur. Mr. Minotaur, MR. MINOTAUR, HOW DO YOU RATE YOUR CHANCES—

"RAUUhggH0soDRrrTHPLZss"

Okay then, it seems the Minotaur is confident in his DONT EAT THAT!



Moving briskly aside, let's angle toward the mangled remains of the buffet where Prodigal Sorcerer, known widely as "Tim," is wiping his hands on a tablecloth spattered with... something red, salsa we hope. Tim baby. Talk to me. The *Classic* thing. What's up?

"Are you a lawyer?"

No. Not lawyer. I'm with the *Duelist*, and—

"Talk to my lawyer."

But it looks like your lawyer's dead, Tim.

"My other lawyer. The live one."

Avoiding the obvious "dead lawyer" joke . . .

All-righty, let's move on. Benaflish Hero seems to be shouting something about banding. Let's see if we can get a feed on that.

"...not fair—those consisting bastards will pay and I'll be back to take..."

Here comes Whirling Dervish, perhaps with a comment—and there goes Whirling Dervish. He doesn't look pleased, and ouch! That philodendron just got minced, and it looks like Shanodin Dryad is pissed. What's this?

"Interview me I've got a really good chance of making *Classic* because I'm down with Richard and he and I hang out can I hold your microphone?"

Ah yes, Sengir Autocrat. So you'd say you're a shoe-in?

"I wouldn't use those words precisely but I feel the potentialities are largely in my favor considering the puissant nature of my abilities and the amount of networking I've been able—"

Thank you, Mr. Autocrat, but our batteries are running low and I think I see my mother over at the bar.

We've all had conversations like this

Mr. Counterspell! Mr. Counterspell, might we have a word—

"I know what you're thinking."

That's great but could you—

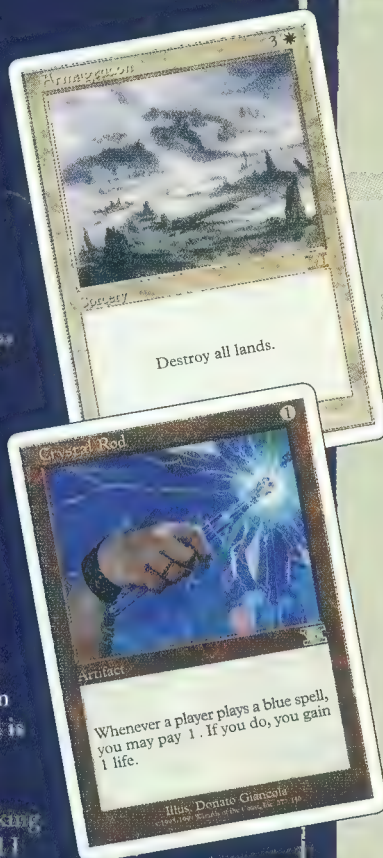
"I have no doubt."

How would—

"Three weeks on St. Kitts, then back for training camp."

Nice talk—

"No problem."



creature in response to an opponent casting *Terror* on it. But many players also believed that they could unsummon a creature after their opponent played *Nekrataal* (which kills a creature when it comes into play). But this wasn't legal.

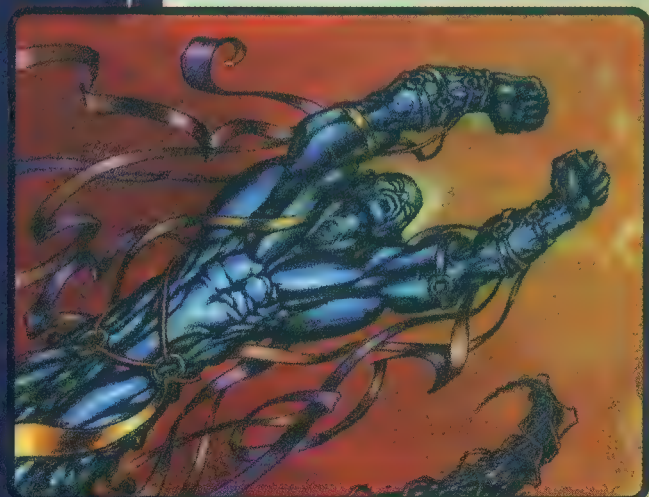
There was no good reason for these two events to be governed by different timing rules, but they were. And sometimes the triggered ability was resolved immediately *after* resolving the spell or ability that triggered it, but sometimes the triggered ability was resolved *during* the spell or ability that triggered it. It all added up to one big mess. By handling triggered abilities under the stack rules, we eliminated another specialized set of rules—and we gave players the opportunity to respond to triggered abilities.

Turn Sequence, Artifacts & 0 Life

We also made a number of minor changes. We renamed the turn sequence, but it's basically unchanged. One change we did make was to make combat its own phase. The old combat subphase frequently confused players, who wondered whether it had to occur if the active player did not want to attack. By making combat a phase, we clear up this confusion.

We eliminated the rule that a tapped noncreature artifact had its static ability turned off. (Quick glossary entry: static ability is the new term for a continuous ability.) There was no need to support the rule in the rulebook when we could print the rule on the cards. Whenever we think that "turning off" a tapped noncreature artifact adds game strategy, we will add the ability to the artifact.

Most existing artifacts will now "work" when they are tapped, but some existing artifacts will get errata to preserve certain strategies. For example, *Classic* (Sixth





Edition) Howling Mine reads "At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card."

And now a player loses immediately if he or she has 0 life or less. Under the old rules, losing the game due to 0 life or less was checked only at the end of a phase. Now a player will lose whenever he or she has 0 life or less (except during the resolution of a spell). We changed this so player death would link up with creature death. Also, a player losing immediately when he or she is at 0 life or less is more intuitive than checking only at the end of a phase. Having rules match intuition is a good thing.

I apologize to all Mirror Universe players for severely hurting your deck type. We didn't do it specifically to hurt Mirror Universe. We made changes based on what was best for Magic as a whole, without great concern for what the new rules would do to specific cards. Many problems in the old rules were created *because* we wanted to enhance a small group of cards and we were willing to create rules to do so.

Getting the Hang of It

When we explain the new rules, we go into gory detail about how the rules work. Keep in mind that anything that seems complicated under the new rules was probably more complicated under the old rules. It will take a little time to get used to the new rules. Once you do, you'll find your Magic experience is just as rich as before, but most of your rules nightmares will have gone away. *

The next feat for Bill Rose, Magic R&D lead designer, is to tackle the Unified Field Theory. After that, maybe he can do something about the rules for Star Fleet Battles.

The air is getting thick in here, and the vibe seems to be getting edgier, if that's possible. What's this? The Kjeldoran Dead have surrounded Nightmare over by the grand piano...their rattling bones are deafening...Oh, that's gotta hurt! The flaming horse just kicked through a rib cage and a tibia—skulls are flying, folks, as we approach the zero hour when we find out which cards will make the *Classic Cut '99*.

Rob shrieks: No! no! Please put me down!

I'm not a lawyer I'M NOT A LAWYER! Whew. Hurloon Minotaur seems to be in a blind rage. He's charging willy-nilly and trashing the room. I'm guessing his chances of making the cut are pretty slim, if the...fate of the large-screen TV is any indication.

Let's interview this individual, all gussied up as a pharaoh. Excuse me, sir, in what set did you appear?

"Ah, Mirage or something. Aren't these open tryouts?"

Here's a likely candidate. It's Southern Paladin, and he's got a grin from ear to ear. Mr. Paladin, you seem to be pleased with yourself. Do you know something we don't?

"What?"

Do you think you'll make the cut?

"I try to remember two people can look the same."

I beg your pardon.

"See two different points of instance, advice on how to...do it. These disagrees with me. Dad?"

Mr. Paladin, you've got a drink in each hand, I see. We'll check back with you later.

Cat fight!

Let's move on to the Verduran Enchantress, sprawled on a divan in the corner. Yes, Enchantress, describe your feelings about the *Classic Cut*, won't you?

"Certainly daring. It's all beautiful and I wish we could all be included in this marvelous new edition from Wizards of the Coast."

"Shut up, you tramp."

"Bitch, don't play me —"

Oh my. Benalish Hero and the Enchantress seem to be throwing down. I can't quite see who's on top—there's hair and flowers and armor everywhere.

But wait! The lights have dimmed and brightened, dimmed and brightened again! The fateful moment has arrived, and an eerie stillness has settled over the room. The television monitors have blinked on and it's...it's Richard Garfield standing at the podium.

We now go live—center stage at Carnegie Hall—to find out which cards will be included in the *Classic* edition.

"The envelope please..." *

We think Rob got Shanodin Dryad's phone number. And he asked us keep the phone we gave him. Coincidence?





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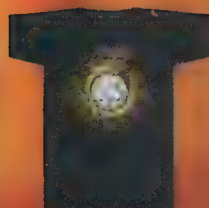
2. Prizes: 1 Grand Prize: One Grand Prize will be awarded consisting of four (4) complete sets of each Magic expansion released for one year beginning October 1999, four (4) Ultra-Pro collector's binders, a two-night vacation to Seattle for two (airfare, hotel, \$500 cash) and admission to the Magic Prerelease tournament to be held at the Wizards of the Coast Game Center. Collectively, this prize has an estimated maximum value of \$4,500. 5 First Place Prizes: Five First Prizes will be awarded consisting of one (1) booster display box of each Magic expansion released for one year beginning October 1999. Each prize has an estimated maximum value of \$500. All other expenses and all taxes are responsibility of winner. These prizes are guaranteed to be awarded, and are not transferable, assignable or redeemable for cash. No substitutions for prizes will be available. Winners will be selected by random drawing on August 31, 1999.

3. Odds of Winning: The odds of winning will be determined by the number of valid entries received.

4. Eligibility: Void where prohibited or restricted by law. Winner, or Winner's parent or legal guardian who co-signs for Winner, must be over 18 years of age as of July 31, 1999. In order to receive any prize, entrant agrees to sign Wizards' affidavit of eligibility/release of liability/prize acceptance ("Affidavit") within ten days of receipt of notification or forfeit prize. Winner's parent or legal guardian must co-sign the Affidavit. By acceptance of prize, Winner agrees to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation. Employees of Wizards and its respective affiliates and distributors are not eligible.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope to Duelist Sweepstakes Winners, Wizards of the Coast, Inc., P.O. Box 707, Renton, WA 98057. Requests for winners lists must be received by March 1, 2000. Allow 6 weeks for delivery of winners list.

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Ultra-PRO



DUELIST



Magic: The Puzzling

BY MARK ROSEWATER

MIKE [BLACK|RED]

Tough Nut to Crack

DIFFICULTY
MEDIUM

Your opponent is Mike. You and he are currently in a creature stalemate. Unfortunately, while you are at only 2 life, Mike has managed to use spells like *Corrupt* and *Drain Life* to get up to 31. Also, you have been unable to draw a single island from your deck and only one plains. Last turn you put out both *Deranged Hermit* and *Thran Weaponry* to try and break through the stalemate. On his turn, Mike put out a *Storm Cauldron* to punish you for using echo cards. It is now the beginning of your turn. **Defeat Mike before your turn ends without losing the game.**

CARD HIGHLIGHTS

Deranged Hermit 1/1 3

Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)

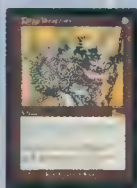
When *Deranged Hermit* comes into play, put four Squirrel tokens into play. Treat these tokens as 1/1 green creatures. All Squirrels get +1/+1.



Thran Weaponry 4

Echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)

You may choose not to untap *Thran Weaponry* during your untap phase. 2, : All creatures get +2/+2 as long as *Thran Weaponry* remains tapped.



Rivalry 2

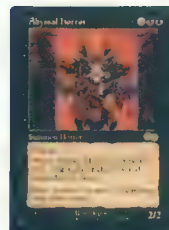
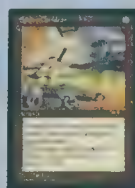
During each player's upkeep, if that player controls more lands than any other, *Rivalry* deals 2 damage to him or her.



Storm Cauldron 5

During each player's turn, that player may put one additional land into play.

Whenever a land is tapped for mana, return that land to owner's hand.



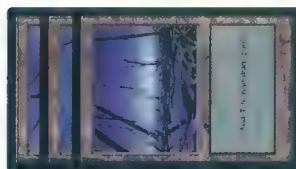
ABYSSAL HORROR
2/2



EVISCERATOR
5/5



FOG OF GNATS
1/1

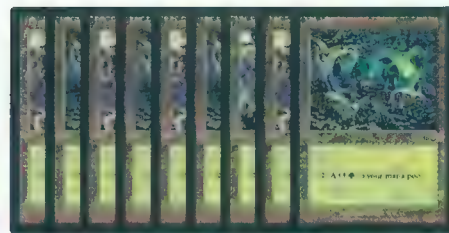


SWAMP [3]



MOUNTAIN [2]

YOU [BLUE|WHITE|GREEN]



FOREST [9]

MEET THE PUZZLING THE BUZZLING MAGN

31 LIFE

YOUR HAND



LURKING SKIRGE
3/2
[STILL AN ENCHANTMENT]



PHYREXIAN BROODLINGS
2/2



TETHERED SKIRGE
2/2



AVALANCHE RIDERS
2/2



PHANTASMAL TERRAIN



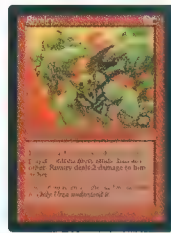
CROP ROTATION



DEFENDER OF CHAOS
2/1



STORM CAULDRON



RIVALRY



ENGINEERED PLAGUE
[SQUIRRELS NAMED]



MIGHT OF OAKS



BURST OF ENERGY

NO CARDS IN GRAVEYARD

1 LIFE



PLAINS [1]



GAIA'S CRADLE



TREETOP VILLAGE



WEATHERSEED ELF
1/1



ERASE



KARMIC GUIDE
2/2

TOP OF LIBRARY



THRAN WEAPONRY
[ECHO UNPAID]



BEAST OF BURDEN
/



ELVISH LYRIST
1/1



DERANGED HERMIT
1/1
[ECHO UNPAID]



LEVITATION



SQUIRREL TOKENS [4]
[UNTAPPED]

Use only the puzzle in the puzzling manor

Math is Hard

2

DIFFICULTY
VARIABLE

This puzzle tests your memory of casting costs. Below are several equations where casting costs are added and/or subtracted from one another. For example, Prodigal Sorcerer (2 ●) + Enervate (1 ●) = Air Elemental (3 ●●). See if you can solve the problems below without looking at any Magic cards or books.

ELEMENTARY

1. AURA FLUX
+ DELUSIONS OF MEDIOCRITY
[URZA'S LEGACY CARD]
2. LAST-DITCH EFFORT
+ DAMPING ENGINE
[URZA'S LEGACY CARD]
3. BRINK OF MADNESS
+ DEFENSE GRID
[URZA'S LEGACY CARD]
4. MULTANI'S ACOLYTE
+ MULTANI'S PRESENCE
+ THRAN LENS
[URZA'S LEGACY CARD]
5. RADIANT, ARCHANGEL
+ EXPENDABLE TROOPS
- CESSATION
[URZA'S LEGACY CARD]
6. URZA'S BLUEPRINTS
+ JHOIRA'S TOOLBOX
- CRAWLSPACE
[URZA'S LEGACY CARD]

[ONLY URZA'S LEGACY CARDS ARE USED IN THESE EQUATIONS.]

HIGH SCHOOL

7. OPPRESSION
+ PHYREXIAN DENOUNCER
+ UNNERVE
- WITCH ENGINE
[URZA'S SAGA CARD]
8. DRIFTING DJINN
+ RECANTATION
- PENDRELL DRAKE
- STERN PROCTOR
[URZA'S LEGACY CARD]
9. CRYSTAL CHIMES
+ GRAFTED SKULLCAP
+ QUICKSILVER AMULET
- LIFELINE
[URZA'S LEGACY CARD]
10. DEFENSIVE FORMATION
+ REMEMBRANCE
+ RADIANT'S JUDGMENT
+ KNIGHTHOOD
- ANGELIC CHORUS
[URZA'S SAGA CARD]
11. SILK NET
+ TREEFOLK MYSTIC
+ REJUVENATE
+ GRAE'S BOUNTY
+ CHILD OF GRAE
[URZA'S LEGACY CARD]
12. SHIVAN RAPTOR
+ VIASHINO SANDSWIMMER
+ PYROMANCY
- VUG LIZARD
- BEDLAM
[URZA'S LEGACY CARD]

[ONLY URZA'S SAGA AND URZA'S LEGACY CARDS ARE USED IN THESE EQUATIONS.]

COLLEGE

13. DAUTHI WARLORD
+ OVINOMANCER
+ TIMID DRAKE
+ IMPS' TRAUNT
- SCARE TACTICS
- BREEZEKEEPER
- ELKIN BOTTLE
[STRONGHOLD CARD]
14. ELKIN LAIR
+ MANA BREACH
+ AMOK
+ TEFERI'S IMP
- CINDER GIANT
- HOMARID WARRIOR
- JUJU BUBBLE
[TEMPEST CARD]
15. MOGG SQUAD
+ RECONNAISSANCE
+ GOBLIN SOOTHSAYER
+ ALMS
- ICATIAN SCOUT
- CINDER WALL
- GRINDSTONE
[VISIONS CARD]

[ONLY MIRAGE CYCLE, RATH CYCLE AND FIFTH EDITION CARDS ARE USED IN THESE EQUATIONS.]

GRAD SCHOOL

16. TRAILBLAZER
+ ORCISH MECHANICS
+ HYPERION BLACKSMITH
+ MAMMOTH HARNESS
- PEOPLE OF THE WOODS
- FLOWSTONE MAULER
[MIRAGE CARD]
17. KAYSA
+ OUBLIETTE
+ CAMOUFLAGE
+ KOSKUN FALLS
- BURNT OFFERING
- DEAD WIGHT
- ICHNEUMON DRUID
[TEMPEST CARD]
18. FUNGUS ELEMENTAL
+ HIGH GROUND
+ FARMSTEAD
+ SCARWOOD BANDITS
- KING SULEIMAN
- FEMEREF ENCHANTRESS
- TABLET OF EPITYR
[LEGENDS CARD]

[ALL EXISTING CARDS ARE USED FOR THESE EQUATIONS.]

10) + + + + + [Castastrophe]
11) + + + + + [Gong of the]
12) + + + + + [Swalanche Riders]
13) + + + + + [Hibernation Sirex]
14) + + + + + [Procopism]
15) + + + + + [Suleiman's Legacy]
16) + + + + + [Rock Bassist's]
17) + + + + + [Whirl-Ho!]
18) + + + + + [Lady Colena]

1) + + + + + [Palanchron]
2) + + + + + [Lava Rax]
3) + + + + + [Fog of Grot]
4) + + + + + [Weathervaned Treefolk]
5) + + + + + [Sustainer of the Realm]
6) + + + + + [Memory Jar]
7) + + + + + [Twinking Evil]
8) + + + + + [Mighty Break]
9) + + + + + [Urzo's Pismo]

ALL FIRED UP

[Published in *Duelist* #36, page 68]

To solve this puzzle, you must determine which of your cards can deal damage to Rebecca, while keeping an eye on cards of Rebecca's that you need to work around. You can't deal enough damage in one turn, so you'll have to use *Second Chance*. You'll need all your creatures plus *Pyromancy* to do the job in two turns. Your biggest problems are Rebecca's *No Mercy*, *Angel's Trumpet*, *Wheel of Torture*, and all of her blockers.

Turn One, Upkeep

- 1) Tap one plains, one mountain, and both Grim Monoliths for one white, one red, and six generic mana.
- 2) Use four generic mana to untap one Grim Monolith. Tap it again for three generic mana. You do this so you don't take mana burn later.
- 3) Use one generic mana and tap Ring of Gix to tap Rebecca's Eviscerator.
- 4) Handle the upkeep on Rebecca's Wheel of Torture. You have four cards in hand and take no damage. You handle the Wheel early because you can't afford to take damage now. To get below 5 life, you need to build your life to 11 and then remove Delusions of Mediocrity.
- 5) Use one red and two generic mana to play Rack and Ruin. Destroy Ring of Gix and one Grim Monolith. You gain 2 life from Scrapheap, putting you at 8 life. You destroy your own artifacts so you can return them to play later.
- 6) Tap Goblin Welder to swap Grim Monolith for the Ring of Gix in your graveyard. You gain 1 life from Scrapheap, putting you at 9 life.
- 7) Use one generic mana and tap Ring of Gix to tap Rebecca's Tethered Skirge. Rebecca loses 1 life when the Tethered Skirge gets targeted, putting her at 65 life.
- 8) Tap Devout Harpist to destroy Sluggishness. Sluggishness returns to your hand from the graveyard. You gain 1 life from Scrapheap, putting you at 10 life. Destroying your own "perpetual" enchantment helps make the Delusions of Mediocrity trick work, and you get the enchantment back.
- 9) Use one white and one generic mana to play Peace and Quiet. Destroy Rebecca's No Mercy and your Delusions of Mediocrity. When Delusions of Mediocrity goes to the graveyard, you gain 1 life from Scrapheap and then lose 10 life from

Delusions. You are now at 1 life.

You destroy No Mercy so you can attack twice and Delusions of Mediocrity to activate *Second Chance*.

- 10) You now have 5 or less life, so you sacrifice *Second Chance* to take an extra turn after this one. You gain 1 life from Scrapheap, putting you at 2 life.

Draw Phase

11. Draw Purify.

Main Phase

- 12) Tap three plains and three mountains for three white (all used as generic) and three red mana.
- 13) Use one red and two generic mana to play Ghitu Slinger. When Ghitu Slinger comes into play, have it deal 2 damage to Rebecca's Giant Cockroach, destroying it.
- 14) Use one red and one generic mana to play Sluggishness on Rebecca's Bone Shredder.
- 15) Use one red mana to play About Face on your Viashino Heretic. It is now a 3/1 until end of turn. You play About Face to ensure you have only Purify in hand to discard to your Pyromancy.
- 16) Attack with Anthroplasm (2/2), Ghitu Fire-Eater (2/2), Viashino Heretic (3/1), Molten Hydra (1/1), and Shivan Phoenix (3/4). None of these creatures tap to attack due to Angel's Trumpet. You deal 11 damage to Rebecca. She has 54 life. You use Rebecca's Angel's Trumpet to your own advantage. All your creatures have abilities with a tapping activation cost, so the Trumpet enables you to attack, then use the creatures' abilities. Always consider the benefits of your opponent's resources.
- 17) Tap four plains and nine mountains for four white (all used as generic) and nine red (eight used as generic) mana.
- 18) Use one red and one generic mana and tap Viashino Heretic. Destroy Rebecca's Wheel of Torture and deal 3 damage to Rebecca. Rebecca has 51 life.

- 19) Use eight generic mana and tap Anthroplasm to remove all +1/+1 counters from it and add eight +1/+1 counters.
- 20) Use three generic mana to activate Pyromancy. Discard Purify and deal 5 damage to Rebecca. She has 46 life.

Turn Two, Upkeep

- 21) Tap two plains and a mountain for two white (used as generic) and one red mana.
- 22) Tap Goblin Welder to exchange Ring of Gix for a Grim Monolith from your graveyard.
- 23) Use one red and two generic mana to pay the echo cost on your Ghitu Slinger.

Draw Phase

- 24) Draw Last-Ditch Effort.

Main Phase

- 25) Tap five plains and ten mountains for five white (all used as generic) and ten red mana.
- 26) Use ten red and five generic mana to put five +1/+1 counters on Molten Hydra. It is now a 6/6 creature.
- 27) Attack with Anthroplasm (8/8), Devout Harpist (1/1), Ghitu Fire-Eater (2/2), Viashino Heretic (1/3), Molten Hydra (6/6), Shivan Phoenix (3/4), and Ghitu Slinger (2/2). You deal 23 damage to Rebecca. She has 23 life. Now Rebecca's Angel's Trumpet really comes in handy.
- 28) Tap and sacrifice Ghitu Fire-Eater to deal 2 damage to Rebecca. She has 21 life.
- 29) Tap and remove all counters from Molten Hydra to deal 5 damage to Rebecca. She has 16 life.
- 30) Tap one plains, two mountains, and Grim Monolith for one white (used as generic), two red, and three generic mana.
- 31) Use one red and one generic mana and tap Viashino Heretic to destroy Rebecca's Angel's Trumpet, dealing 3 damage to Rebecca. She now has 13 life. When you don't need the Trumpet any longer, you destroy it to reduce Rebecca's life.
- 32) Use one red mana to play Last-Ditch Effort. Sacrifice Anthroplasm, Devout Harpist, Viashino Heretic, Molten Hydra, Shivan Phoenix, Goblin Welder, and Ghitu Slinger to deal 7 damage to Rebecca. She now has 6 life. Shivan Phoenix returns to your hand.
- 33) Use three generic mana and discard your only card (Shivan Phoenix) to activate Pyromancy and deal 6 damage to Rebecca. Rebecca is now at 0 life.



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Reports on trading card games

by Cory Herndon

Table of Contents

- by Wolfgang Bauer
The Drunk. Frank says off to get a drink, but not before he helps you fill the galaxy of those party A-holes.
- by Michael Mikaelian
The Great Dictator. Frank says off to get a drink, but not before he helps you fill the galaxy of those party A-holes.
- by Rick Moscatello
The Chairman. Frank says off to get a drink, but not before he helps you fill the galaxy of those party A-holes.
- by Scott McGough
The Poet. Frank says off to get a drink, but not before he helps you fill the galaxy of those party A-holes.
- by Robert Gutschera
The Ghost. Frank says off to get a drink, but not before he helps you fill the galaxy of those party A-holes.
- by Christopher Guilmet
The Ghost. Frank says off to get a drink, but not before he helps you fill the galaxy of those party A-holes.



Cory Herndon once shot a man with Clairal, just to watch him dye.

History Will Teach Us Nothing

Sharp-eyed players of the *Deadlands* TCG have spotted a very familiar face leading the mysterious Agency into the doomed town called Gomorra. The Ghost bears more than a passing resemblance to a long-lost U.S. President—a lawyer from the humble town of Springfield who coined the phrase “four score and seven years ago.” A tall, tall man with a stovepipe hat and a distinctive beard, he freed a lot of people. Alas, the good always seem to die young, and that’s what happened to our honest friend. But now, thanks in no small part to mystical forces and steampunk technology, he’s back from the dead and kicking tail across the weird, weird West.

Well, friends, that’s all the proddin’ this cowpoke needed to fire up the ol’ electrical imaginater machine and start wonderin’ what other real-life, non-alive characters might be ridin’ into everyone’s favorite zombie-rid-den gunslingin’ trading card game. Heigh ho, *Flimsy Premise*, *Arway!*



The Drunk. OK, this is an easy one. Ex-Union General, ex-U.S. president, ex-living guy, Ulysses Grant isn’t taking the afterlife lying down—he’s back in the saddle and boozing his way through the West! He’s harrowed, of course, but that ain’t going to keep him out of the saddle or off the bottle. He just has trouble retaining fluids, what with all those bulletholes. And his liver, well...don’t get me started.

The Great Dictator. If there’s anything funnier than a five-foot French guy running around, barking orders and decomposing left and right, well, I sure ain’t seen it. Li’l harrowed Napoleon’s back from whatever crepe-filled, deodorant-free place the French go when they die, and now he’s comic relief! Yes, the teeniest despot ever has found his way to Gomorra to follow in the grand tradition of Cletus Peacock, Tombstone Frank, and Jerry Lewis. He’ll keep entertaining with a foppish caper, an off-color limerick, or even a bawdy skit performed with his fellow zombie-frog, a severely decayed creature he calls “Moldiere.”

The Chairman. This cat swings, and not just from the end of a rope. He’s got the strength of an all-new outfit—let’s call ‘em the Pack—behind him, and they’re going to light up Gomorra’s Casino Morongo with smooth, smoky standards. Well, that’s the afterlife—at least that’s what all the people say.

The Poet. Hey, kids, it’s Emily Dickinson! And she’s dead! She’s writing a scathing indictment off pre-pre—post suffragism! What’s not to like?

Oh, who am I kidding? I only included her because everything she’s ever written can be sung to the tune of “Yellow Rose of Texas.” There, I dare you to go enjoy a few stanzas of Dickinson without getting *that* stuck in your head. Da-da-da-da-da-DA-dah, da-da-da-da-DA-da DAH....

The preceding article was a work of fiction. Don't sweat the details, we didn't.

Electronic Entertainment News

Bungie has released version 1.2 of *Myth II: Soulblighter*—at least, it was version 1.2 at the time of this writing. Refinements in the latest release include: Fixes for issues with various 3D-accelerator cards; the ability to de-select a unit with a right-click of the mouse button; and reduced typing lag on bungie.net.

Heroes of Might and Magic III, the tenth game set in the popular *Might and Magic* universe should (repeat: *should*) be in stores now. The game shares a common universe and overlapping story lines with the best-selling *Might and Magic VI: The Mandate of Heaven*. In addition to the large number of individual scenarios, special multiplayer missions and a map editor will add “endless replay value.” In related news, New World Computing has an interesting innovation waiting for *Might & Magic VII* players who want to take a break from all those dank, moldy dungeons: a card-game-within-the-game called *ArcoMage*. Characters can play a round of *ArcoMage* in any tavern in the game, and even become an *ArcoMage* Grand Master as a side quest. According to *M&M VII* director Keith Francart, playtesters have asked for a standalone version. He didn’t rule out the possibility.

Even though Dynamix’s *Starsiege: Tribes* has been burning up the multiplayer circuit, its namesake hadn’t yet made it to the public. But now, at long last, *Starsiege* has finally cleared the gate and looks to be quite the giant-robot slugfest. Learn all about it at www.dynamix.com.

Card Game News

For more information, contact the email address or website provided with each entry.

ALJENS PREDATOR (HarperPrism, New York City)

If HarperPrism's recent ad blitz is accurate, *Alien Resurrection* should finally be out there on the shelves, loaded with goodies for card-starved AvP fans: a new scenario, the "Countdown" (you've got 30 turns to get off the *Auriga* before you crash into the Earth) and Predators galore. The next set, *Atmosphere*, should be out by late May. This set will focus on the first *Predator* film, with a lot of exterior or jungle sites. If all goes well, *Cityscape* will follow *Atmosphere* and cover events and characters from the Danny Glover installment, *Predator 2*.

AvP@zehrapushu.com www.zehrapushu.com



STAR WARS CCG (Decipher, Norfolk, VA)

This March the *Star Wars* CCG will finally debut what may turn out to be the most controversial cards ever released—the hated Ewoks—in the *Endor* expansion. Expect new mains, new objectives, and some nifty new Scout Walkers in this standalone set that will be sold only in boosters. Next summer we'll see *Death Star II*, and if that set doesn't at least include Emperor Palpatine, I'll eat a bug. No, TWO bugs. Later in 1999, Decipher will debut a couple of separate standalone games based on *Episode One: The Phantom Menace*. The only name announced at the time of this writing was the *Young Jedi Customizable Card Game*, which will be aimed squarely at the 8-12 year-old crowd. CCGCustomerService@decipher.com www.decipher.com

STAR TREK CCG (Decipher)

April brings the release of the tentatively titled *Blaze of Glory*, the expansion formerly known as "the long-awaited battle expansion." Watch for the first new side deck since *Q-Continuum*, which will augment ship battles. In an unusual move for the usually Federation-oriented game, personnel and ships will primarily be drawn from the Klingon, Romulan, and Dominion affiliations. Looking ahead, we should see many smaller releases (such as the newest contender for the "long-awaited" crown, *Second Anthology*) along with the Ferengi-themed *Rules of Acquisition* expansion this fall.

CCGCustomerService@decipher.com
www.decipher.com



BABYLON 5 (Precedence, Tempe, AZ)

B5 players had better start running nursery rhymes in their heads and erecting other mental barriers against the *Psi Corps*. This 150-card set features the Psi Corps faction led by a new, faction-specific Alfred Bester) and Rogue Telepaths. Precedence will include a contest, "Get the Best of Bester," that seems a little Willy Wonka-ish. Five "golden certificates" will be included in the expansion, one for each faction. Every certificate will be worth a prize appropriate for that faction, such as autographed photos, scripts, and *Masterpiece Collection* cards. The *Third Age* expansion should arrive just in time for the millennium. b5@eternity.com www.eternity.com



HIGHLANDER (Thunder Castle Games, Kansas City, MO)

Be sure to look for the *Ramirez Edition*, the latest "movie expansion" for *Highlander*, which should now be on shelves. Sean Connery's Ramirez immortal is depicted through pictures of Connery's stunt double and back lit shots of the actor (Connery refused to grant rights to his likeness). In addition, Thunder Castle is hard at work on games based on *Conan* as well as babe-a-licious comic book heroines *Shi*, *Lady Death*, and *Vampirella*.

TCGames@aol.com www.tcgames.com

MIDDLE-EARTH: THE WIZARDS

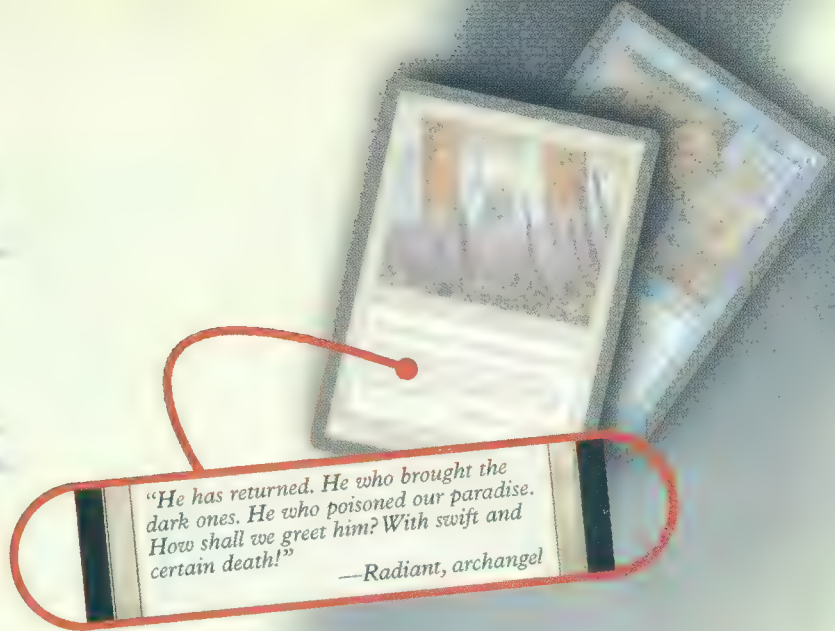
(Iron Crown Enterprises, Charlottesville, VA)

Iron Crown is hard at work on *The Lord of the Rings Expandable Card Game* (or LORE TCG) which will be semi-compatible with the original *Middle-earth*. Rules and cards that unnecessarily had virtually the same function in ME:TW will be streamlined, and "easy learning" will be the order of the day. Look for the LORE game in late 1999.

ice@ironcrown.com www.ironcrown.com



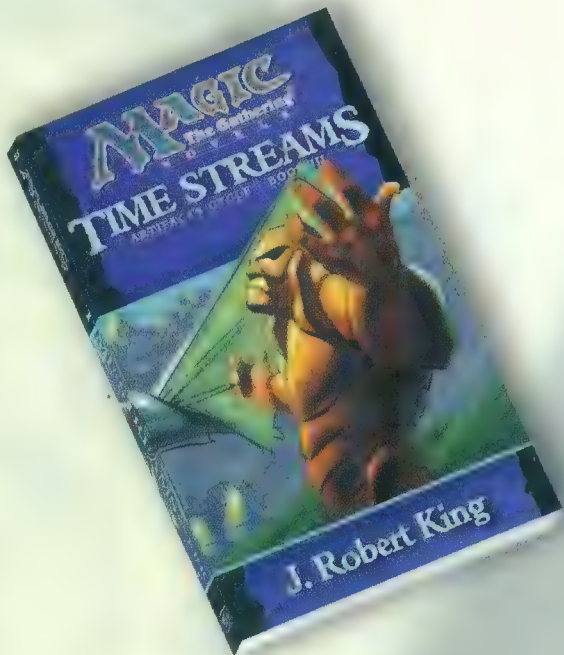
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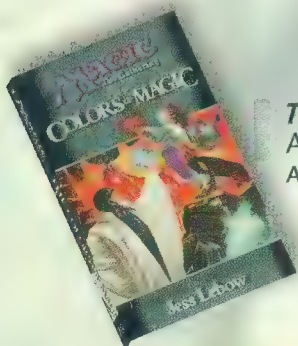
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Ringside

by Wolfgang Baur

How to Have Fun • Storming the Castle

L5R Players Save the
Emperor's Royal Tochus

Spoils and Fallout for the Victorious Clans of the 1998 Storyline Tournaments

On the edge of the Phoenix lands lies a haunted castle that once, hundreds of years ago, hosted the Imperial winter court. More recently, the castle stood empty except for the ghosts of murdered guests, and one important living guest: Emperor Toturi the First. The warriors of the Empire—the Grey Crane, Hoturi, and Ginawa not least among them—have been seeking Toturi for months. At long last, a samurai of one of the Great Clans stormed the castle and rescued the Emperor. Which clan can claim this honor?

No one knew then, but the Storming of Morikage Castle Extended Jade format tournaments would answer that question. In many ways, this was the best L5R storyline tournament ever, because more players got to see it in person (unlike the admittedly glorious Day of Thunder at Gen Con in 1997).

Seeing hundreds of L5R players fight it out to bring honor to their favorite clans is nothing new; storyline tournaments have been part of the game since its earliest days. But the latest storyline tournament had a completely different scale: It was held over three days, involved more than 3,000 players, and was hosted around the globe.

Here are some of the highlights of that event, and of other storyline tournaments held in 1998. Many of the storyline tournament results—such as the Test of the Emerald Champion and the Marriage of Hida O-Ushi—are well-documented in *Duelist*, *The Imperial Herald*, and elsewhere; so “Ringside” focuses on a few of the lesser-known storyline tournaments of the year.

The Storming of Morikage Castle

On the weekend of January 15-17, diehard L5R players around the world—from the Philippines to Portugal, from New Zealand to New York—fought it out at local tournaments. The results have been compiled, and they determine which

clan has claimed the honor of finding and restoring Emperor Toturi I to his rightful throne. Local winners at each store won katanas, koku, uncut card sheets, T-shirts and—just as important—bragging rights. More than 3,000 players played at more than 250 stores. A unique new three-judge system allowed tournament judges to act as players as well as judges. Every clan was represented. In terms of sheer number of wins, the Unicorn Clan came out on top.

For the record,
yours truly didn't do badly

That's hardly the whole story, though. The Storming of Morikage Castle wasn't about which clans showed up most often; it was about the clan with the best winning percentage. In evaluating the results to declare a winning clan, the card designers at AEG looked not at the total number of wins, but at how many wins each clan garnered per player. After organizers weighed the results, the clan with the most wins by store won the overall tourney. If you want to read the blow-by-blow tournament reports from the scarred survivors, check out the L5R Archive at <www.geocities.com/area51/dungeon/6999/15rmain.htm>.

(For the record, yours truly didn't do badly at the tournament at the Guildhouse in Federal Way, Washington. Thirty-one players turned out for the event there. I held a 3-2 record after five rounds of Swiss, using the Dragon deck described last month. Unfortunately, the tiebreaker didn't go my way, so I didn't make the final eight. Maybe next time.)

WINNERS: Primarily Unicorn, Crane, and Lion, though Dragon won a few. Though technically second to Unicorn in overall number of wins, Crane had more second- and third-place finishes, and can claim to have done better overall. The tiny



Wolfgang Baur is still waiting for word from Otosan Uchi confirming his appointment to a Ministry under Toturi's new regime. He would prefer the Ministry of Donuts.

number of wins shared by the Shadowlands and Toturi's Army were remarkable and surprising.

Since few of the winning decks were corrupt, we probably won't see the corruption of Toturi, despite his heavy suffering during months and years of captivity. The fact that he is now aligned with the ninja is definitely cause for concern, though. Something's rotten in Otosan Uchi. First Hantei the 39th, now Toturi: Some empires just can't get a break.

CARD RESULT: The specific cards arising from the tournament were not named at press time. However, look for a new samurai with an ability that affects the Imperial Favor. (Hey, if you saved the Emperor, you'd definitely have his attention, right?) Also, expect an event card to commemorate the event. Note to flavor text watchers: Pay no attention to the ronin in *Dark Journey Home* whose flavor text has him lying about rescuing the Emperor all by himself—that card was printed before the tournament was held.

Just as important, look for the overall clan results to boost some of the weaker clans. The Dragon Clan, for instance, has long been considered underpowered by savvy players, but its supporters showed up in big numbers for Morikage (third in overall numbers, just behind Unicorn and Crane and ahead of Lion), and didn't win in proportion to their attendance. Their failure to perform well at Morikage (scoring few wins for so many entrants) seems to support the argument that the clan needs help. Yoritomo and Crab may get some help for much the same reason.

GEN CON

The Jade Champion

The regent restored the long-empty post of Jade Champion to fight the increasing incidents of *maho*, or blood magic, occurring in the empire. As a result, the shugenja of each clan gathered together to determine the greatest among them.

In story terms, the winning (corrupt) deck has led to a corrupted Jade Champion. Why did the Lion turn to darkness? Because Unicorn magistrates threatened the borders of Lion lands.



Test Of The Jade Champion is one of many cards created for story tournaments.

The problem: though Kitsu Okura's oni defends Lion, we all know that Evil Feeds Upon Itself. Watch for a new Jade Champion in the not-too-distant future. **WINNER:** David La, corrupt Lion Clan **CARD RESULT:** Test of the Jade Champion, Mantle of the Jade Champion (*Dark Journey Home*)

GAMES UNVERSITY

The Emerald Champion

With the Kakita Toshimoko vanished and believed dead, Takuan decided it was time to choose a new Emerald Champion to carry out the will of the Imperial court. The fact that Crane won this tournament was no surprise to anyone, but the resulting card is a little unexpected. The new champion is not a Crane but a member of the Imperial house of Seppun—who bears a remarkable resemblance to a younger, less scarred Kakita Toshimoko.

WINNER: Scott Orlando, Crane **CARD RESULT:** Seppun Toshiken joins the Crane clan for one fewer gold (*Dark Journey Home*)



Seppun Toshiken

GAMES UNVERSITY

Creation of a Minor Clan

This multiplayer tournament had quite a prize—the winner gained a new minor clan (and thus, new personalities) for his or her clan. Since the victory went to the clan of the Wolf, Toturi's Army gains a number of much-needed additional personalities. This makes a lot of sense—Emperor Toturi I has the power to create new noble titles for the ronin who followed him faithfully through the dark times of the Clan Wars.

More than just a great win for an underdog, this tournament provides a great example of a tournament result matching up neatly with the existing storyline.

WINNER: Toturi's Army

CARD RESULT: Creating the Monkey Clan, Toku Exp. 2, and Tzurui (*Dark Journey Home*)



Tzurui

ORC CON

To Gain a Tattoo

Before this event, the contenders were told that a member of the winning clan would get a tattoo. They weren't told that the tattoo would be inscribed by Dragon clan artisans, or that it would come with a whole new outlook on life for the Personality involved, but that's just what happened.

The Crane duelist Doji Reju abandoned his position at court to join the Dragon clan in the mountains, leaving Crane courtiers to whisper and wonder. Hitomi Reju has been tattooed, has fallen under Hitomi's sway. He has found a new purpose, a cause more important than the oaths he swore to the Crane clan.

WINNER: Crane

CARD RESULT: Doji Reju joins Dragon clan (*Hidden Emperor*, Episode 6)

DRAGON CON

The Dragon's Gift

The Celestial Dragons withdrew from the earth in the wake of the Clan Wars and the defeat of Fu Leng; one, the Dragon of Void, lingered behind. In a chasm near the Shadowlands, the Dragon imparted a precious gift, leaving a piece of its own soul in the form of a Dragon Pearl. Which clan would claim it? The increasingly militant samurai of the Crane found it, and will surely use it to retain their family's place at the heart of the Imperial Court.

WINNER: Eric Wiener, Iron Crane

CARD RESULT: Dragon's Claw Katana, attaches to Toshiken for free (*Honor Bound*)

ORC CON

The Wedding of Hida O-Ushi

Yes, Hida O-Ushi married—the hapless Unicorn samurai Shinjo Yasamura is being ridden hard by his new wife. Unusually, this particular Shinjo groomsmen took on the Crab family name, and became Hida Yasamura. The thought of children already terrifies the Shinjo side of the family, no doubt.

WINNER: An honorable Unicorn deck

CARD RESULT: Shinjo Yasamura joins the Crab clan, providing some much-needed cavalry. (*Hidden Emperor*, Episode 4)

GEN CON UK

Return of the Kolat Master

This tournament determined the future of L5R's sneakiest personality, Akodo Kage, the Lion clan kolat master. In fact, it was revealed that Kage had been hidden by one of the Great Clans, and rumors of his death were spread among the other clans. As the tournament determined, he had been sheltering among the Crane all along, offering them information in exchange for sanctuary. Whether this is really a "victory" for Crane remains to be seen; Kage has a way of making others work for him.



Doji Reju

WINNER: Tom Mulheim, Iron Crane

CARD RESULT: Asahina Dorai (check out the flavor text), Glimpse of Kage (*Dark Journey Home*)

AND CON

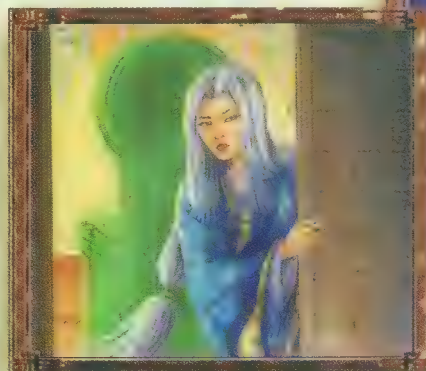
Death of the Ki Rin

The Ki Rin was found slain in the shadowlands by Crab scouts searching for survivors or bodies from the Hiruma Castle disaster. A great source of good had been slain and left for the vultures. However, its foal escaped, and the foal's heartrending cries echo in the mountain pass. Can a human clan find the foal before the oni silence it forever?

This tournament was held in Swiss-style, Extended Jade format. While the event card seems appropriate to mark the overall event, it lacks a tie-in to the winning clan. We can probably expect a Ki-Rin Foal card soon that joins the Dragon clan for less gold.

WINNER: Brad Kippel, corrupt Mountain Dragon

CARD RESULT: Death of the Ki Rin (*Hidden Emperor*, Episode 6)



Glimpse of Kage

STRATEGICON

Oracle of Earth

Run as a multiplayer tournament, the clans searching for the Emperor found something they didn't expect: a lost tower in a remote valley choked with thorns and brambles. In the tower, an Oracle lay dying. When the Oracle reached out to his rescuer, a spark passed between them—and a new Oracle was created among the Crab clan.

WINNER: Artist Ben Peck, playing an honorable Crab deck

CARD RESULT: Hiruma Osuno, the Crab clan Oracle of Earth (*Dark Journey Home*)



Hiruma Osuno

The Dark Road Ahead

What's in store for the major storyline tournaments of 1999? While only *Ree Soebes* and the AEG crew know for sure, you can follow the whole saga of the storyline tournaments on Neil Langdon's excellent website at www.millionmont.com/~transition/woyym.html. Better yet, show up and fight for your favorite clan at one of the tournaments yourself. ■

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Forcing the Issue

by Michael Mikaelian

Good Old Darth

Nothing Beats Darth

The Circle Is Now Complete

As the hot desert winds play over the decimated Lars' Moisture Farm, Darth Vader, Dark Lord of the Sith, stands triumphant over the smoldering remains of Obi-Wan Kenobi. Scattered in the distance are the husks of Obi-Wan's agents. All manner of aliens aid the Rebellion in their struggle against the evil galactic Empire. Through the power of the Dark Side, Vader defeated them single-handedly. Immune to their tricks and feeble attempts to subdue him, he stands triumphant.

That's how I always picture it whenever I win an Epic Duel. Just Vader and some fool that thinks he can beat him. Everyone knows that Vader is the Man! Thanks to Hunt Down And Destroy The Jedi, you and the Man can personally exterminate the rest of the Jedi while winning a game of Star Wars.



Michael Mikaelian will be taking a break from this column to spend time with his lovely new wife Shanna. Starting next month, master Star Wars CCG deckbuilder Woj Jankowski will be taking over for him. OK, Mike actually lost his column to Woj in a high-stakes bout of Star Wars Trivial Pursuit.

Jedi Hunting 101

The premise behind the Hunt Down And Destroy The Jedi (HDADTJ) objective is simple—win by causing your opponent to lose Force. Visage Of The Emperor (which begins the game in play) is perfect for this, and Their Fire Has Gone Out Of The Universe (the “flip” side of HDADTJ) makes it efficient too. All you have to do is get Vader on the table—fast. To ensure that it's difficult for your opponent to reverse your objective to the 0-destiny side, you'll usually want to use Twi'lek Advisor to start with Bad Feeling Have I in play. If your opponent appears to be playing a deck which focuses less on Luke and Obi-Wan, you may want to leave Twi'lek Advisor in your deck instead, making it available during the game.

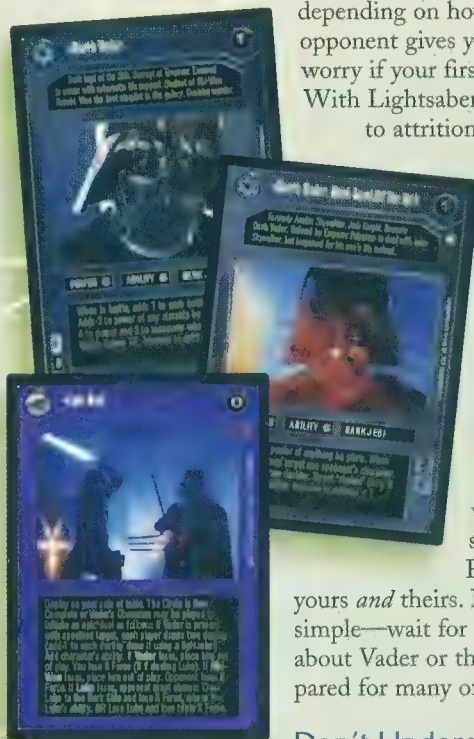
It's a good bet that you'll get one of your five Vaders and seven battlegrounds in your opening

hand. If you don't, drawing the Force you activate on your first turn should fill in whatever you're missing. With the considerable Force advantage provided by the Holothreatre and Meditation Chamber, you should be able to deploy Vader on the first or second turn, depending on how much Force your opponent gives you to start with. Don't worry if your first Vader is Darth Vader With Lightsaber (who has no immunity to attrition). If your opponent

forces you to lose him, you'll most likely have drawn one of your other Vaders by then.

Once you've gotten Vader to a battleground, you will no longer be losing Force to Visage Of The Emperor. Your opponent, on the other hand, will have to deal with the slow, seeping loss of one Force every single turn—

yours and theirs. Now your mission is simple—wait for them to do something about Vader or the Visage. You'll be prepared for many of their tricks.



Don't Underestimate The Power Of The Force

Perhaps the most interesting feature of this deck is the inclusion of Sense and Alter. It seems that everyone has forgotten all about these two very powerful cards and how vulnerable they make effects and interrupts. Many of today's decks have very little or no protection against them. You'll find them to be very effective in the current environment.

There are other powerful cards to help you deal with your opponent's efforts to thwart you. Sniper and Disarmed are handy when you have to run away from a more powerful opponent. It's conceivable that you could whittle a large force down to one or two unthreatening characters. In one control phase, you could Sniper, You Are Beaten, and Disarm three characters, then deploy

additional characters, Elis Helrot anyone hanging around at other sites and initiate a battle. Once in battle, you can then use Darth Vader, Dark Lord Of The Sith to “choke” another character or initiate an Epic Duel against Luke or Obi-Wan (and since this is taking place during the battle, Tarkin can cancel one of their destinies for this duel). If they still have any characters left, you can then cause even more considerable damage.

He Will Join Us Or Die

Knowing when it's safe to duel—and when it isn't—is very important. Simply put, you must be in complete control of any duel you initiate. You never want to duel out of desperation—once you lose an Epic Duel, Vader is out of the game. Can't be retrieved. Can't re-deploy. He's gone on to the other side. Finished. History. What's worse, Visage Of The Emperor will continue to cause you to lose Force, too. You won't even be able to cancel it, because none of your characters have 5 ability! Unless you can drain at a “Revolutionized” *Executor* site, you're stuck losing Force to the Visage.

Here are some guidelines on dueling:

When your opponent has no cards in his or her reserve deck, you may still initiate duels. This is the best time, because you know your opponent will have a total power of 0 (2 if Luke or Obi-Wan has a lightsaber). Even if there's only one card in the opposing reserve deck, you don't want to take the chance that it's destiny 6 or 7. If you know otherwise, go for it.

Use *Reactor Terminal* and used interrupts to set up your destiny. *Jabba's Through With You* and *Weapon Levitation* can be played even if there are no weapons to get. If you know that those two cards (or any two high-destiny cards) are coming up, that's an excellent setup for dueling destiny.

Get a feel for what's in your opponent's deck. If your opponent's running a lot of high-destiny cards, make certain that you can beat his or her total.

Grand Moff Tarkin can cancel any destiny drawn during a battle. It's perfectly legal to duel during the weapons-fire segment of a battle. By having Tarkin cancel 1 opposing dueling destiny, you're almost guaranteed a win.

Focused Attack adds a destiny when dueling. Use it. Save it only if you're sure to win without it.

Disarmed removes weapons—even permanent weapons. If a character is *Disarmed*, that's 2 less added to his, her, or its dueling total.

In a pinch, you may be tempted to initiate a non-Epic duel. If you're going to do it, remember that your objective will be removed from the game. All sorts of bad things happen then. Of course, if a non-Epic duel will prevent you from losing the game, maybe it's a good idea. *Vader's Obsession* can also be tempting, especially if *Luke's Disarmed*, your opponent doesn't have enough destinies to draw, and you have *Focused Attack* and three big destinies lined up. Not only will he or she have to lose Luke and all that Force, but you'll retrieve the same amount he or she loses. That could very well end the game. ■

You CAN Win, Darth

Starting Cards (5)

- 1 Epic Duel
- 1 Executor: Holotheatre
- 1 Executor: Meditation Chamber
- 1 Hunt Down And Destroy The Jedi
- 1 Visage Of The Emperor

Locations (7)

- 1 Cloud City: Downtown Plaza
- 1 Cloud City: Port Town District
- 1 Hoth: Defense Perimeter
- 1 Tatooine: Cantina
- 1 Tatooine: Jundland Wastes
- 1 Tatooine: Lars' Moisture Farm
- 1 Tatooine: Tusken Canyon

Characters (13)

- 1 Bane Malar
- 1 Boba Fett (Cloud City)
- 1 Brangus Glee
- 2 Darth Vader
- 1 Darth Vader With Lightsaber
- 2 Darth Vader, Dark Lord Of The Sith
- 1 Djas Puhr
- 1 General Veers
- 2 Grand Moff Tarkin
- 1 Zuckuss

Vehicles (4)

- 1 Blizzard 1
- 1 Blizzard 2
- 2 Patrol Craft

Interrupts (21)

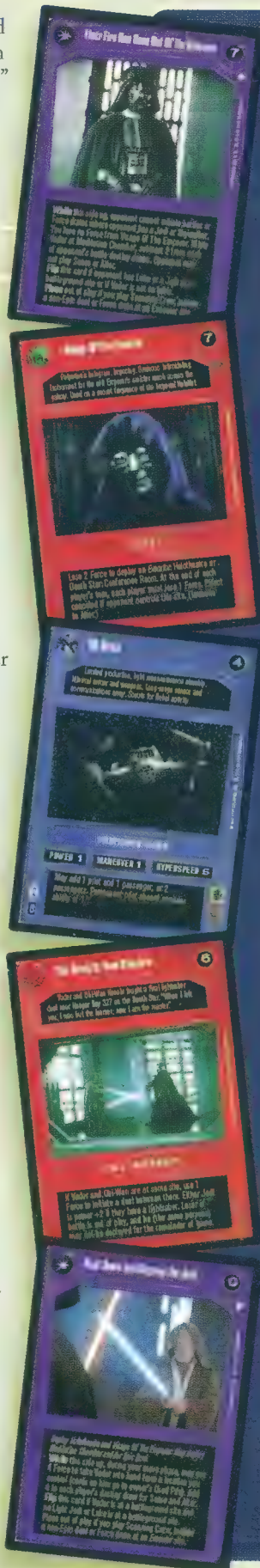
- 3 Alter
- 2 Elis Helrot
- 1 Focused Attack
- 1 Hidden Weapons
- 1 Jabba's Through With You
- 1 Monnok
- 3 Sense
- 2 Sniper
- 1 The Circle Is Now Complete
- 1 Twi'lek Advisor
- 1 Unexpected Interruption
- 1 Vader's Obsession
- 1 Weapon Levitation
- 2 You Are Beaten

Effects (6)

- 1 Bad Feeling Have I
- 1 Disarmed
- 1 Reactor Terminal
- 1 Resistance
- 2 There'll Be Hell To Pay

Weapons & Devices (4)

- 1 Dengar's Modified Riot Gun
- 1 Mandalorian Armor
- 2 Vader's Lightsaber



Baldur's Gate Strategy

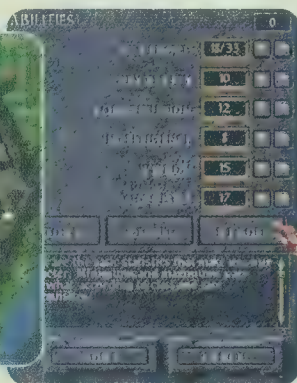
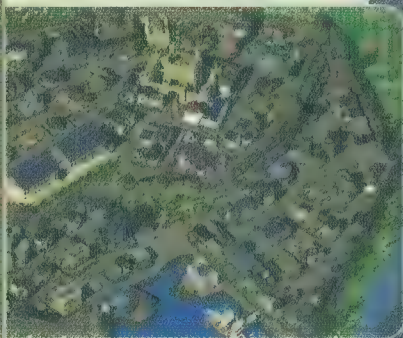
by Rick Moscatello

Baldur's Gate

Dash

Getting Out of the Gate

Interplay's *Baldur's Gate* (BG) is truly an awesome game, but several factors can make for a rough beginning, especially if you're new to the whole *Dungeons & Dragons* experience. What with all the choices you're forced to make right from the start and the somewhat open-ended nature of the quests in the first three "chapters," it can be tricky getting up to full speed. Here, then, are a few tips to start you off right.



Reroll, reroll, reroll... There's no crime in being all you can be. With no DM looking over your shoulder you can roll until you get sick of it. Beware that you cannot change earlier choices (such as class) after you have rolled killer stats, so make your earlier decisions with confidence.

Baldur's Gate is vast indeed! Relatively little of the adventure takes place in Baldur's Gate proper. The city holds hundreds of secrets nonetheless, and can keep a brave adventurer occupied and in mortal danger for quite a few weeks.

Rolling Up Your Character

A Class Act

The first important thing to do is pick a class (actually, you pick race first, but the best race for you will be determined by your class).

Warrior (Fighter, Paladin, Ranger): These classes are all fine choices since BG is a low-level adventure (meaning very little magic). Only characters of these classes get a bonus for exceptional strength—which can be particularly valuable.

Fighters can be a somewhat boring class, although massive specialization (by putting all your skill points into one weapon type, such as bows or swords) gives them a great edge (ha!) in combat.

Rangers aren't as good a choice here as in the tabletop AD&D game since they don't get to use a weapon in each hand (due to a quirk in the tabletop rules, having an extra weapon is far more use-

ful than the wimpy 1-point armor bonus from holding a shield). If you do pick a ranger, your best bet for racial enemy is Gnoll, since you'll find Gnolls all over the place.

Paladin is probably the best overall choice, since a paladin comes with healing and detection of evil (which lets you pick out all the evil monsters and characters on the entire map), while only slightly sacrificing the firepower of the "pure" fighter.

Priest (Cleric, Druid): Healing is critical as your characters take a royal beating time and again. Luckily you'll quickly gain some healing power even if you aren't a priest, but you'll still want more soon. Fortunately, you'll find enough clerics around that you don't need to be one.

Wizard: There's no doubt about it, BG is hard on wizards. Powerful magic items that can protect an unarmored wizard are rare, experience is hard to come by, spells are not easy to acquire (and you don't automatically get one when you level up), plentiful combat means you'll run out of spells quickly, and resting to regain spells is difficult at best. Only experienced players should try being a wizard (either as a specialist or a "normal").

Rogue (Thief, Bard): Rogues are probably the worst starting picks for BG. Not only will you have the opportunity to get thief and bard henchmen early in the game, but there will never be a situation in which you'll *need* thief skills to survive (often, a potion of invisibility and a few other magic items will accomplish the same task). If you do go this route, be sure to pick some nonhuman race (elf and halfling are the best choices), since they get all sorts of additional advantages.

Dual-Class: If your race is human and your class isn't a "subclass" like paladin or bard, you can eventually become a "dual-class" character, which basically means you forget about your first class and forever afterwards become a new class. Once your "new" class level exceeds your old, you can use abilities of the old class, but you'll never gain



All the ladies know that Rick Moscatello is a multi-class act—which explains the multiclass-action lawsuit.

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... and spells,
magical items and
monsters, character
kits, weapons
and powers,
and proficiencies ...

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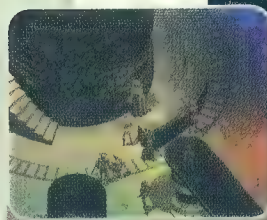
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Cheater!



"Macramé is SO an art form!" The iron shortage was probably caused when they made this guy's armor. Early in the game you should talk to and explore everything possible. The experience you gain will be invaluable later when you crash this guy's macramé club.



No! Er, Yes! No, wait! Maybe!!! With hundreds of interactive NPCs, many of whom behave differently depending upon your "tone of voice," the chances of getting ripped off, empowered, or given a quest are myriad. Consider saving your games before each encounter.



Be Prepared. Be VERY Prepared. Where better to look for the cause of an iron shortage than at the Nashkel mines. Before the crawl, make sure you have everything you need. There's nothing like having to come all the way back out because you ran out of arrows.

If you don't want to start off at 1st level, you can score some big experience points by "killing" Firebeard in the Inn. "How does a 1st-level pansy kill a mage?" I hear you ask? Buy a missile weapon, and stand at the foot of the stairs. Attack Firebeard by clicking on your weapon and then clicking on him. Run up the stairs before he finishes casting his spell. Then run down the stairs, and back up when he casts again. Repeat until he runs out of spells (10), and tries to close on you with his dagger. He's not so good in melee combat! After you kill him, don't forget to loot the body! To avoid having your reputation trashed, export your character out of the game (click on the export button on the character screen), and import him into a new game. It's a new game, so Firebeard will be back, ready to be slain again. If you want more than just experience, go to the illusionary battles in Candlekeep, and have your pals give you all their stuff. Then import out, and export back into a new game. Both the "export trick" and running off and on the game screen are useful "cheats" for beating BG more easily.

If you like to earn your experience, then you'd best do all 10 QUESTS of Candlekeep before telling Gorion it's time to go:

1. Give Phylidia a book she lost in the hay.
2. Get the scroll from Tethroril (wandering the inner courtyard) and give it to Firebeard.
3. Kill Reevar's rats.
4. Give Fuller bolts (you'll get a nifty magic dagger for this one!).
5. Give Hull his sword.
6. Get the antidote for Dreppin (the antidote lies next to Hull's sword).
7. Kill the assassin in the bunkhouse.
8. Kill the assassin in the priest quarters (north side of Candlekeep).
9. Get the potion from the priest in the bunks south of Candlekeep.
10. Fight illusionary battles with Gatewarden. Use the spacebar to pause often or get your butt kicked!

levels in the old class. Dual-class is fun, but armor restrictions make most combinations unworkable. Probably the best class to start with is fighter, since you can start with exceptional strength, and an extra helping of hit points, and you'll be able to exploit both of these immediately in your next class. Note that the game has a cap of 89,000 experience points per character, so you should switch to your new class fairly quickly, at level 2 or 3 at most. If you really want to be a wizard, it's a rockin' idea to be a fighter first.

Multiclass: If you're *not* human, you can be multiclass. Again, armor restrictions make most multiclass options fairly limited. Multiclass characters go up levels s-l-o-w-l-y, and in a game where "leveling up" is slow already, it isn't worthwhile. Unfortunately, the 89,000 point total cap limits their usefulness in the game.

Ability, Ability, Ability

Your ability scores will largely reflect your class, but there are still a few things to be said—especially since you can lower one score to raise another *after* you roll up the character.

Strength: Obviously, if you're a warrior, raise your strength to 18 by whatever means possible. As soon as you do, you'll get exceptional strength; you'd like to get 18/00, but be satisfied with anything above 18/50 (unless you're a powergaming weenie!). Try not to lower your strength below 11 for any class (especially clerics), since it also affects how much you can carry.

Dexterity: All classes benefit from high dexterity, especially if it is above 14. The higher the better, always.

Constitution: If you're not a warrior, be certain to make your constitution 16 (but no higher), as this maximizes your hit point bonus. Warriors can benefit if it is higher than this, but it's usually better to put the extra points into dexterity if you can get it above 14.

Intelligence: Except for wizards, there's no penalty in the game for having low intelligence, even if it is a 3! Intelligence is a good ability to "mine" for points to use elsewhere.

Wisdom: You don't want this score below 8, and, if you're a priest, move it up to 18.

Charisma: High charisma isn't critical in this game, as most dealings with other characters are scripted, and your actions are more likely than your charisma to determine the outcome of negotiations. Much like wisdom, you probably shouldn't lower it below 8 if you can help it.

...

These are just the basics, so be sure to pay close attention to details and always watch your back. As with any RPG, leave no question unasked, no clue uninvestigated. In the end (or when you reach 89,000 experience points) you, too, will conquer Baldur's Gate. ■

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Deadlands
Strategy

by Scott McGough

"Consult the Book of

Miraculous Gunslingers Make Their Mark in Gomorra



The Blessed Event



ELIJAH AND HIS FLOCK FOLLOW A RIGHTEOUS PATH TO VICTORY

Brothers and Sisters, I've called you all here because I am suffering a crisis of faith. The world just doesn't make sense anymore and I am in need of your friendly guidance.

Look at the miracles happening all around us. Miracles can happen, do happen, and will keep happening every day on the streets of our fair city. It scares me. Men and women of every stripe and station plain got their mojo workin'... and you need to get ready for 'em, 'cause it just might work on you.

Blessed gunslingers are everywhere. Unlike the shamans (who for the most part stick with the Sioux Union), the blessed play nice with kids next door. They avoid the devious lurk-and-pounce tricks that hexes make possible—yes, these new spells, known as miracles, tend to support other Outfits' essential strategies as easily as they support the Flock's. And, much as it pains me to admit it, this miraculous new frontier in Deadlands makes it not only more possible, but also a lot more fun, to defeat your enemies without firing a shot.

If you haven't thought about exploiting the power of the pull as well as the luck of the draw, you're going to have to join me now in a one-bite helping of bullet. Even the bloodthirstiest, shoot-'em-firstiest, dog-gone worstiest Town Square bully has to start preparing for yellow-bellies that can duck gunfights for an entire game and still win. But don't throw away that Blackjacks/Arson deck just yet...because there are also several cool new ways to bring the turtles out of their shells.

Just wait'll those varmints see you pullin' these decks out of your saddlebags.

"Scott McGough" is actually a pseudonym for a little-known order of celibate monks who write game reviews for the same reason Trappists brew ale: spiritual enlightenment.

In and of itself, The Flock is a solid, jack-of-all-trades Outfit. There are some powerful abilities and some decent gunfighters among Flim, Flam, and the Seven Deadlies, and the Outfit's ability to double the blue-chip value of strikes is always useful. The bulk of the blessed's miracles repeat or improve on the noon and shootout actions provided by hexes and spirits. The more powerful miracles, however, cancel gunfights, banish dudes, and otherwise control entire turns.

As easy as it is to work blessed dudes and miracles into another Outfit's game plan (see sidebar), "The Blessed Event" goes in the opposite direction, making efficient use of another Outfit's dudes. The Flock's major inherent advantage is the ability to sprint to victory as soon as enough control-point strikes are in play. Getting those strikes into play is simple, given the host of moderately priced blue-chip strikes (and the

odd bone your opponent might throw you). To keep your opponent's grubby paws off your strikes so you can reach the all-important sprint, this deck employs a handful of Sioux shamans and two key spirits to literally manipulate events to your favor.

The Blessed Event wins by removing the unpredictability of event cards and then using their effects as part of a winning strategy. Careful application of a shaman equipped with Ask the Spirits and/or Apache Devil Dancers allows you to invoke these events at will. An event like Heavy Rain, for example, will keep every Outfit (except maybe those no-count Maze Rats) from even making it to your strikes; and since the Flock adds a control point to any strike that's already got one, that might be enough to win you the game. A sudden declaration of Christmas Day means you can gather your most influential dudes at key locations, even boot-

Armaments...



WRATH MAY BE THE DEADLIEST OF THE DEADLY SINS.

ing them to get there, without risking their lives. Easter Sunday will let you repopulate if someone massacres you in your home or things get ugly out in the mines—allowing you to endure a catastrophic loss or two and come back grinning for more.

Setting up your shamans can take several turns, which is one of the reasons this is a Flock deck and not a Sioux Union deck. Elijah and his fellow blessed have access to the miracle Calm, which allows you to cancel any shootout and send all participants home, booted. They can also do a little Holy Rolling to improve their bullet rating or allow them to survive all but the very worst gunshot injuries. Wrath can cancel any one shootout action card his posse faces, and Envy can neuter the toughest shooter your opponent sends out. These avoidance tactics will protect your influence, your control points, and your key dudes until you're ready to

make your big move.

Start with Elijah (the best miracle-worker in the game) and Kansas City Kara (an affordable lycanthrope who, at 2-stud, can easily hold her own until her more ferocious side is available). You'll also want to get as many shamans in play as possible and lay down as many spirits and miracles as you can. Even if your events start going off before you can direct them, they will slow down the game until your forces stand ready. Once you have Calm, Ask the Spirits, and Apache Devil Dancers in place (and often one element of this combo will be enough), drop one of your multiple copies of Avarice and start retrieving the control-point deeds from your deck. Sure, your opponents will have no problem maintaining their own high influence totals (after all, you're not really hurting their red chips that much), but by that point you'll have Kara, a Werewolf, and/or Little Running Bear ready to fight for the Flock.



WISE CLOUD ALWAYS KNOWS MORE THAN HE LETS ON.

The Flock

Joker (2)

(The remaining cards are in value order. Starting dudes are in bold.)

Dudes (15)

- 2♠ Wise Cloud
- 3♠ Singing Feather
- 4♠ Avarice
- 5♠ Lechery
- 6♠ Envy
- 6♠ Little Running Bear
- 7♠ Will o' the Wisp
- 9♠ **Kansas City Kara**
- 9♠ Little Mountain
- 10♠ Cheyenne Bottoms
- J♠ Werewolf (2)
- J♠ Wrath
- K♠ **Elijah**
- K♠ Joseph Eyes-Like-Rain

Deeds (15)

- A♦ Stuffed to the Gills Strike
- 2♦ Smiling Lizard Lode
- 2♦ Smiley's Shaft
- 2♦ Den of Eastern Delights (2)
- 3♦ Knot Mine
- 3♦ Rock Ridge Mine
- 4♦ Fish Ridge Mine (2)
- 5♦ Lonesome Willow
- 6♦ King Willy's Mother Lode (2)
- 7♦ Carpenter's Shop
- 10♦ Surveyor's Office
- Q♦ Town Well

Miracles/Events (22)

- A♥ Christmas Day (3)
- 6♥ Ask the Spirits (3)
- 7♥ Easter Sunday (3)
- 7♥ Holy Roller (2)
- 10♥ Apache Devil Dancers (3)
- K♥ Calm (4)
- K♥ Heavy Rain (4)

Brothers and Sisters, you didn't really think I'd submit a deck that wasn't ready for a fight, did you? This game's about gunfighting, people, and if thugs like me have to be ready for Flock and Collegium wall-flowers, then by God, they have to be ready for the likes of us.

Texas Rangers

Death's Head Joker (2)

Dudes (19)

- A♣ Red Crow
- A♣ Marko Muskovich
- 2♣ Mitobu
- 3♣ Bob Bidwell
- 3♣ Jesse Freemont
- 3♣ Lucky Ted
- 5♣ Flint Parker
- 5♣ Johnny Quaid
- 5♣ Zeke Beauchamp
- 6♣ Tombstone Frank
- 7♣ Billy No-Neck
- 9♣ Eagle Rock
- 9♣ Raymond Armstrong
- 9♣ Spike Dougan
- 10♣ Cheyenne Bottoms
- J♣ John Bloody Knife
- Q♣ **Katie Karl**
- Q♣ Mr. Slate (2)

Deeds (16)

- 6♦ Golden Mare Saloon (3)
- 7♦ Carpenter's Shop (4)
- 10♦ On the Side Strike
- Q♦ The Tree (2)
- Q♦ The Undertaker's (2)
- K♦ The Clock Tower
- K♦ Flophouse
- K♦ Foale's Folly
- K♦ Strike Experiment #1

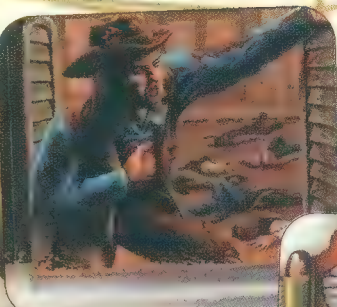
Goods (6)

- 9♥ Pearl-Handled Revolver
- K♥ Unholy Symbol (2)
- K♥ Quickdraw Holster (3)

Actions (11)

- 2♣ Crack Shot (2)
- 3♣ Massacre at High Noon (3)
- 4♣ Any One of Ya!
- 8♣ We've Got Ya Surrounded (3)
- 8♣ Kidnapping (2)

Free For All



THIS DEAD
MAN'S
HAND WILL
BRING YOU
GLORY...



Ahh, the Texas Rangers. Now this is more like it. The Rangers allow for a completely different, decidedly more aggressive winning strategy than the Flock, and they do it through their queen rather than their Outfit ability.

Like the name suggests, "Free for All" is designed to exploit every last ounce of Katie Karl's staggering contribution to the Ranger cause. You see, Katie's not only a 3-stud, 3-influence, rosy-cheeked titan, she can also convince any dude in the game to join her team for peanuts. With Katie in play, the initial ghost rock outlay for each of your dudes is reduced by their bullet rating. That's right: the better the gunfighter, the less he or she costs. Five of the carefully screened dudes in this deck are literally free. The rest are ridiculous bargains with high bullet ratings, studs aplenty, and little to no upkeep. When Billy No-Neck, Eagle Rock, and John-freaking-Bloody Knife only cost 2 rock apiece and you can recruit the likes of Mr. Slate for a mere four white chips, there's no reason not to flood the streets of Gomorra and enforce a little discipline, Ranger style.

The deck also includes multiple copies of The Carpenter's Shop to make sure you get a break on your in-town construction projects. Most of the deeds in this deck are just as important as the dudes when it comes to picking—and winning—fights. The Tree makes sure there's always a Ranger nearby when you need one; the Clock Tower gives you the first move after the gauntlet is tossed; and the Undertaker's provides a steady supplement to your income each time you fight, rewarding your aggression even if you lose a

round. With the Carpenter living on your block, all of these deeds are also (say it with me) free, free, free.

Start with only Katie in play: you'll have enough ghost rock in front of you to play literally any card in the deck on the first turn. Katie eats up your entire Outfit's rock production, however, so lay down a cheap strike or the Golden Mare as soon as possible to improve your finances. Even on a bad draw, you can send out a few freebies (or dirt-cheapies) to back Ms. Katie up when the trouble starts. And if it doesn't start soon, well, feel free to start some yourself with a nice Massacre at High Noon or a wholesome Kidnapping.

Make no mistake: this is a bully deck, and there is every reason to pick as many fights as you can. On a decent draw, you can lay down two or three dudes during the first turn and even equip a few of them with a Pearl-Handled Revolver, a Quickdraw Holster, or an Unholy Symbol. If you have enough dudes assembled, a surprise We've Got Ya Surrounded will change a hopeless situation into a rout for your side; Crack Shot can do the same for a one-on-one shootout. And Any One of Ya! just rubs it in their faces: if they don't send a dude out to battle your chosen champion, you get a victory point.

Speaking of victory, the deeds that don't support your "kill 'em all, and kill 'em cheaply" approach provide lots of rock and control points at flea market prices. Feel free to lay down as many blue-chip deeds as you care to: you'd like nothing better than to defend them, and any influence you kill in the process just makes winning that much easier.

Sioux Union

Joker (2)

Dudes (17)

- 2♣ Wise Cloud
- 3♣ Idleness
- 3♣ Singing Feather
- 4♣ Sister Mary Jebediah
- 5♣ Lechery
- 6♣ Little Running Bear (Exp'd)
- 7♣ Billy Iron Horse
- 8♣ Jebediah Whateley
- 9♣ Basil Whateley
- 9♣ Eagle Rock
- 9♣ Los Ojos del Dios
- 10♣ Cheyenne Bottoms
- 10♣ Tioga Joe
- J♣ John Bloody Knife
- J♣ Crazy Quilt
- Q♣ Little Mountain
- K♣ Joseph Eyes-Like-Rain



SMILE.
KEMO
SABE.

Deeds (14)

- 6♦ The Gilded Feather (2)
- 7♦ Old Moon Saloon
- 7♦ Carpenter's Shop (3)
- 8♦ Stage Coach Office (2)
- 9♦ Legal Offices of
- 10♦ The Barber's Shop (2)
- Q♦ Town Well (3)

Spells/Events (13)

- A♥ Mind Twist (2)
- 9♥ Curse (4)
- 10♥ Blood Curse (3)
- 10♥ The Fair Comes to Town (2)
- Q♥ Babble On (2)

Actions (8)

- 9♣ Friends in High Places (3)
- 9♣ Snake Eyes (2)
- J♣ Rumors (3)

T.C.'S LITTLE GIRL CARRIES A
REALLY BIG GUN.



Law Dogs

Death's Head Joker (2)

Dudes (18)

- 2♣ William Olsen
- 4♣ Sister Mary Jebediah
- 4♣ Tao Cheng ("T.C.")
- 6♣ Reverend Simon MacPherson (Exp'd)
- 6♣ Xiong "Wendy" Cheng
- 7♣ Billy No-Neck
- 7♣ Deputy John Templeton
- 8♣ Cordelia "Corky" Hendricks
- 9♣ Judge Henry Warwick (3)
- 9♣ Los Ojos del Dios
- 10♣ Hangin' Judge Gabriel (2)
- J♣ Nate Hunter
- J♣ J.P. Coleman (Experienced)
- Q♣ J.P. Coleman
- K♣ Austin Stoker

Deeds (14)

- 4♦ Graveyard
- 5♦ Jail (2)
- 5♦ Barkum and Barkum Attorneys
- 7♦ Old Moon Saloon
- 8♦ Pony Express
- 9♦ Callahan's Ditch
- 10♦ On the Side Strike
- Q♦ The Undertaker's (2)
- K♦ Tombstone Dispatch Branch Office (3)
- K♦ Flophouse

Spells/Events (10)

- 7♥ Long Arm of the Law (2)
- 8♥ Confession (4)
- 9♥ Pearl-Handled Revolver (2)
- K♥ Quickdraw Holster (2)

Actions (10)

- 3♣ Massacre at High Noon (2)
- 5♣ Warrant (3)
- 6♣ Bounty Hunter (3)
- 7♣ Framed (2)

Branded

Episodes 7-9 brought us the experienced version of Black Jack as well as Jack's formidable Left and Right Shooters (well, maybe not *both* of them Shooters, but I'm sure that'll all get straightened out). I thought so before, and now I'm convinced: Jack is the toughest dude in Gomorra. Jack is the man, and if you want to be the man, you have to beat the man. Being on the right side of the law can help. A lot.

Virtually the only thing working against Jack is the fact that he's always wanted. This Law Dogs deck was therefore designed with Jack in mind. All you need to do is assemble your Jack-busting posse (Austin Stoker or experienced J.P. Coleman, backed up by one or more Chengs) and then sic them on him with the help of your many Judge Henry Warwicks. With a little luck, the Long Arm of the Law will freeze him in place so that you can send Hangin' Judge Gabriel or a Bounty Hunter on a murder/suicide mission.

If you bring "Branded" to a game and Jack doesn't show, it's an easy matter to adjust. Put Reverend Simon MacPherson among your starters and slap a Confession miracle on him the first chance you get. Between Confession, Framed, and Warrant, you'll soon have no shortage of targets for your cards that hose wanted dudes. There are several other viable blessed dudes in the deck, and, Jack or no Jack, it's worth making all of your opponent's dudes wanted to cash in on the rock and victory points you'll get from the Tombstone Dispatch Branch Office, Jail, and the Law Dog's Outfit ability. Simply put, make 'em wanted and then make 'em suffer for it. ■

Hallelujah, I Am Restored-ed

Well, I may have strayed from the righteous path of omnipresent violence, Brothers and Sisters, but I have returned to testify. I bent, but I did not break. Deadlands continues to evolve new spheres of engagement and to open new frontiers of strategy, and as long as the streets of Gomorra are awash in blood, mud, and beer, I think there's room for a little spiritual reflection.

Now step aside. Rachel Sumner's waitin' for me down at the Tattoo Parlor...

Influence Peddlers

A Sioux Union variation on the Whateley Staredown deck, "Influence Peddlers" takes that strategy to nigh maniacal extremes. The card pool is small, the chosen card effects stay extraordinarily focused, and there's not much of anything your opponents can do to stop you.

Virtually only three things should ever happen when you play this deck: you eliminate your opponents' mobile influence, you put a cheap blue-chip deed into play, and then you win. The Fair Comes to Town boots anyone with influence higher than one, keeping them away from your deeds. Rumors either reduces opposing

dudes' influence or stops them from leaving home—both options work for you. Friends in High Places ensures that you keep the control points you need until the end of turn. And finally, your shamans eliminate influence with Curse, your hucksters do it with Blood Curse and Mind Twist, and your blessed do it with Babble On.

The vast majority of the cards in this deck have a value of 7 or higher, facilitating successful pulls. Start with Wise Cloud, Tioga Joe, and Billy Iron Horse to ensure that you'll have a smart shaman, a tough gunfighter, and the right cards in hand to make things go your way.

Pokémon
Strategy
by Robert Gutschera

A Place in France Where the Pokémon Dance

The Strategy Behind Running Away

When a newcomer starts playing the Pokémon trading card game, they usually pay attention to their Pokémon's Hit Points, attack costs and damage, maybe even Weakness and Resistance. Often, beginners don't think much about Retreat Cost—but sending your Pokémon in and out of battle is an important part of playing the game well. Pokémon with a low Retreat Cost can be a big help when you're dancing that Pokémon dance.

Beginners tend to just attack with their Pokémon every turn and don't think too far ahead. But a little experience shows it's often a good idea to look first at the strongest attack your opponent can manage next turn. If that attack would knock out your Active Pokémon, then you should consider retreating.

earlier" all go away if Pokémon goes to the Bench. This means that even a really nasty effect like the results of Sandshrew's Sand-attack (which forces your Pokémon to flip a coin, on tails your Pokémon's attack fails) can be removed by sending the affected monster to the Bench. The easier it is for you to get your Pokémon to the Bench, the less you will suffer from attacks like these.

The Better Part of Valor

You'll actually find a number of advantages to retreating. The most obvious is that you will prevent one of your Pokémon from being Knocked Out. Remember that even if you have plenty of Pokémon on the Bench and your opponent is nowhere close to Knocking Out six of your Pokémon and winning the game, it can still be good idea to prevent a Knock Out just so your opponent doesn't get to draw a Prize card.

Another advantage to retreating is that it allows you to pick a different Pokémon as your Active Pokémon. Maybe one of the Pokémon on your Bench has a better attack than your current Active Pokémon, or maybe it has a better Weakness or Resistance. If it's easy for you to get your Active Pokémon out of the fight, it will be more likely that you can always put the right Pokémon into any battle.

Retreating can also heal your Pokémon from effects like Confusion or Poison. Remember that the rules say that "Sleep, Confusion, Paralysis, Poison, or anything else that might be the result of an attack some Pokémon made



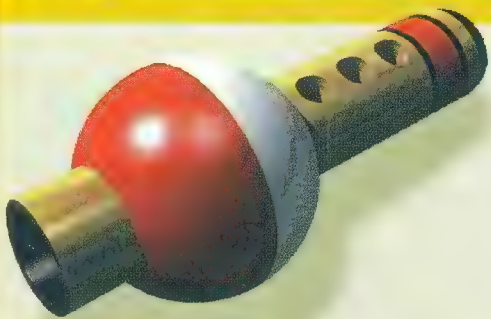
Hit the Bench

How do you get your Pokémon back on the Bench? Sometimes your best bet is simply to play a card. Switch, of course, will take any Pokémon and replace it with a Pokémon from your Bench. Scoop Up will do the same thing—once you've scooped up your Active Pokémon, you simply replace it with one from your Bench. Then you can replay the just-scooped Pokémon to your Bench, which means that Pokémon is healed. Even if you don't have any Trainer cards in your hand, however, remember that you can always retreat by paying the Retreat Cost directly.

To make use of all this baiting and switching in a practical manner, you'll want Pokémon with a low retreat Cost—either 1 or 0. Pokémon that cost nothing to retreat are especially useful. If you have one in your opening



Robert Gutschera owns a thousand acres of prime Pokémon grazing range that extends across three states. It's his fervent hope that this ranch will eventually secede from the Union and become the sovereign state of "Pokémonia."



hand, play it as your starting Pokémon. When your turn comes around, put the Pokémon you really want to use on your Bench, and retreat your Active Pokémon for free, replacing it with the Benched Pokémon. In effect, you've played your Active Pokémon after seeing what Active

Confused for very long. Simply retreat your Active Pokémon, bringing in the other Pokémon that has a zero Retreat Cost. Then retreat that Pokémon, bringing your old Active Pokémon back in. You've cured your Active Pokémon at no cost to yourself.

There are a number of good Pokémon with zero Retreat Cost. Two particularly interesting ones are Rattata and Doduo. Because these Pokémon are Colorless, they can be put into any deck. Rattata has a better attack (and can evolve as well), but Rattata is vulnerable to Fighting and has only 30 HP, so he can fall to a single blow from



Knowing when and how to retreat is key to being a good Pokémon player.

Pokémon your opponent has chosen, which can be a big advantage. You can do this trick later in the game as well; whenever your Active Pokémon is Knocked Out, replace it with a zero Retreat-Cost Pokémon from your Bench. When your turn starts, you can draw a card, play any other cards you might want to play, and only then decide which Pokémon to use.

If you have two Pokémon with zero Retreat Costs, it's nearly impossible for your opponent to keep you Poisoned or

Machop or Hitmonchan. Doduo has 50 HP and a Resistance to Fighting (but a Weakness to Lightning), so in many cases he will be a better choice.

It Takes Two to Tangela

Suppose you manage to build a deck that swaps your Pokémon in and out with lightning efficiency. Your opponents can't defeat you, because they can't Knock Out your Pokémon; whenever one is damaged, it retreats and another Pokémon takes its place. Eventually, though, your opponents (at least, those who have been paying attention) will start building similar decks. How can you answer them?

There are a number of strategies you can use to defeat an opponent who switches Pokémon around a lot. One simple technique is to just inflict a lot of damage all at once. If you have a Pokémon with an attack that does 50 or more damage, many Pokémon (and almost all of the ones that have a zero Retreat Cost) will be Knocked Out immediately, so they won't get a

chance to retreat. Another possibility is to use Pokémon like Magnemite that can do damage to Pokémon on the Bench. Probably the best way to deal with this problem is to use Gust of Wind. Usually you just want to "gust out" the Pokémon that's recently retreated and Knock Out that Pokémon. But sometimes you want to pick the Pokémon on your opponent's Bench that has the highest Retreat Cost and gust that one out. If that Pokémon doesn't have any Energy attached, it may sit helpless for several turns while you attack it.

The Pocket Monster Mash

Even though some strategies may exist for defeating Pokémon trainers who do nothing but switch their Pokémon all over the place, knowing when and how to retreat is key to being a good Pokémon player. Whether you decide to include just one or two Pokémon with a zero Retreat Cost to give your deck flexibility or you include a huge swarm of low Retreat-Cost Pokémon along with plenty of Gusts and Switches to gain total control of both sides' Active Pokémon, running away can pay off big!



Star Trek
CCG
by Christopher Gulmet

Gods &

Founders

"This most beautiful system could only proceed from the dominion of an intelligent and powerful being."

—Sir Isaac Newton

The Dominion Takes No Prisoners

Decipher's fifth *Star Trek: CCG* expansion (and the first "normal" set since the double-sized, standalone Deep Space Nine) has arrived with an appropriate bang. The 130-card Dominion set includes a brand-new affiliation to flesh out the DS9 storyline. Players can also expect a little something for each affiliation and some special surprises.

The big news, of course, is the Dominion affiliation, led by the shapeshifting Founders. Several interrupts specifically are geared toward Founders and other 'shifters. For example, Flight of the Intruder will morph any or all shapeshifters at a location into birds, bringing them back into your hand. You Dirty Rat morphs a shapeshifter into a rat, excluding it from battle and mission attempts. Strike Three allows each shapeshifter present at the beginning of a battle to stun up to three personnel present. Shapeshift lets any Founder morph into any other Founder by exchanging the one on the table for one in your hand (if you don't have one in hand, you can always discard one from the table to download the other).

The Founders can infiltrate opposing affiliations using one of five special Founder personnel cards—Leyton Founder and O'Brien Founder (Federation); Lovok Founder (Romulan); Martok Founder (Klingon); and Kira Founder (Bajoran). You'll note the collaborating Cardassians (think of them as the intergalactic French) get a bye here, dodging the possibility of infiltration.

The Dominion player can report any Founder with a matching infiltration icon—a diamond-shaped version of a regular affiliation icon—to anywhere your opponent can report cards. With an infiltrator in place, the Dominion player now has the capability to seriously subvert the opponent's plans. Install Autonomic Systems Parasite disables a ship for a time, then relinquishes control to the intruder. Issue Secret Orders sends the Dominion's opponent to a mission of the infiltrator's choosing, then forces him or her to attempt it. This can effectively force, say, the *Defiant* to

trip the Borg Ship dilemma, or fly into a horde of waiting Dominion warships.

You can expose infiltrators most effectively by getting the imitated personnel to the same place as the imitator. Expect to see personnel like Lovok, Leyton, and Martok become standard for any deck that wants to avoid infiltration. Shapeshifters are hard to keep confined to one place.

At the bottom of the Dominion food chain are the Jem'Hadar. For many players, they will be the reason to play this affiliation. There's a ton of them, and they're ridiculously overpowered in battle. The weakest is the universal Young Jem'Hadar, with STRENGTH 7 (still better than many Feds); the strongest has STRENGTH 11. Slip in a Jem'Hadar Disruptor Rifle or two for the +3 STRENGTH



Christopher "Gul Met" Gulmet enjoys nefarious facial hair.

Star Trek CCG: The Dominion

Decipher, Inc.

Premise

Fierce warrior junkies from the Gamma quadrant are popping through that wormhole faster than you can say "Ketracel-White," and they've brought their shapeshifting masters along for backup.

Format

130-card expansion for the *Star Trek CCG*; available in 9-card boosters. Playing time, 30–90 minutes.

Game Design

Decipher Design Team
Original *Star Trek CCG* gameplay by Tom Braunlich and Rollic Tesh

More Information

www.decipher.com



bonus, and watch as these dino-faced brutes mop up the spaceline with anyone who dares oppose the Dominion. Jem'Hadar also have fairly high INTEGRITY and CUNNING.

The designers kept the Jem'Hadar in check with two game mechanics. One is their addiction to Ketracel-White (see sidebar), the other is that all Jem'Hadar on both sides of the table immediately kill themselves if a Founder dies.

As the voice of the Dominion, the obsequious Vorta round out the affiliation as the only source of Diplomacy. The Vorta also have high CUNNING, bottoming out at 8, and low INTEGRITY, topping off at 6.

Skills are spread through each of these three species, making them very interdependent. Vorta possess the affiliation's

only MEDICAL (at least until we see the Bashir Founder), Jem'Hadar have the only Honor, and the Founders possess many specialized skills (thanks to the impersonators), like Resistance and Tal Shiar. Greed shows up on the two universal Dominion CIVILIANS.

Skills are useful for overcoming dilemmas, but the Dominion truly earns points by conquering. Subjugate Planet, a seedable objective, allows the Dominion to solve a mission through the brute force of the Jem'Hadar and a lone Vorta. Although they can stay in the Gamma quadrant and earn all their points there (certainly possible with Subjugate Planet), the Dominion player has several incentives waiting in the Alpha Quadrant. The problem with this scenario is that Dominion personnel

(who all bear a "G" symbol) only report to the Gamma Quadrant.

You have a couple of ways around this limitation. The Jem'Hadar can be "birthed" in a Jem'Hadar Birthing Chamber. Young Jem'Hadar report there for free, regardless of Quadrant, and grow up into universal Jem'Hadar at the end of the turn (you switch the Young Jemmie with a universal one from your hand, meaning one Young Jem'Hadar can allow unlimited reporting in the Alpha Quadrant). Also, In The Bag allows any piece of equipment (even one in the "wrong" Quad) to morph into a shapeshifter from your hand. Never know where those sneaky 'shiffters will be!

The Dominion isn't the only affiliation to benefit from *The Dominion*. Everyone now has their own Headquarters, allowing free card plays of Federation Admirals, Romulan Senators, or members of the Klingon High Council to their respective homeworlds. Other affiliations can use the new shapeshifting cards with Salia and Anya, two non-aligned "allasomorphs" from *The Next Generation*. Then there's Empok Nor, a sort of recurring "character" on DS9. Empok Nor is a neutral facility, meaning Klingons and Romulans can build a deck around a Nor and benefit from Ops downloads and Ore Processing. However, to get control of the station, an away team must overcome any seeded Empok Nor dilemmas (basically, any dilemma with "Empok Nor" in the lore), and commandeer the station by getting Computer Skill to Ops, flipping the card. Currently there are only three Empok Nor dilemmas: Friendly Fire, Sleeper Trap (one of my favorite *Dominion* cards), and the venerable Garak Has Some Issues from the DS9 expansion.

Got White?

What keeps the Jem'Hadar from totally stomping anything in their path? Their genetically engineered addiction to Ketracel-White! White-dependent personnel (who bear a special icon) must be present with a Ketracel-White equipment card. The White is vulnerable to anything that affects equipment and counts down in three turns.

Once they are out of White, the Jem'Hadar go berserk, first attacking any opposing personnel, then any personnel not dependent on White, then themselves—but *never* changelings. Also, one additional Jem'Hadar will simply die from withdrawal. No White is a very, very bad situation to be in, and must be avoided at all costs. This certainly reflects the way the Jem'Hadar are treated on the show: as potent tools with the potential for causing the user great amounts of pain.

Keeping the Jem'Hadar in line requires not only copious amounts of Ketracel-White, but also several Vorta and a little finesse. As the keepers of the Jem'Hadar, Vorta can "ration the White" and prevent all but one White equipment card from counting down each turn. Access to a Dominion facility—all of which either prevent Ketracel-White from counting down or reset the count-down each turn—is also key. Keep the Jem'Hadar from getting delirium tremens and you'll claim the Alpha Quadrant for your shapeshifting gods in no time!





Big news in *The Dominion* is two new objectives. Engage Cloak, a seedable hidden agenda, *truly* cloaks those cloaked ships. When a ship cloaks, it can disappear to the objective. Each turn it sits there, the ship accumulates its full RANGE. When it finally reappears, it can then use all of that accumulated RANGE. For example, cloak the *Decius* for three turns, then return it to the spaceline with a RANGE of 30, meaning big surprises when the ship decloaks. The other big objective is a fix for the abusive “Wormhole to Montana” strategy. Operate Wormhole Relays makes a *stable* wormhole when

your opponent attempts to send a ship far, far away.

Romulans and Cardassians can exploit their “secret services” a little better with two new universal ships. The Modified D’deridex Class and the Modified Keldon Class are both RANGE 9, WEAPONS 10, SHIELDS 9 (see, they’re all beefed up to attack the Founder homeworld, and—aw, never mind). There must be Tal Shiar or Obsidian Order on the ships, respectively, for those attributes to stay up, but because they’re universal they’re just one Spacedoor flip away. Romulans also boast a few new personnel, including

three with Tal Shiar skill. Cardassians get Dukat’s more honorable “twin,” Macet (from the *Next Generation* episode that introduced the Cardassian species), and (finally) two ENGINEER-classification personnel. Klingons have Martok and his matching ship, the *I.K.C. Rotarran*, and a Klingon mission specialist with Klingon Intelligence skill.

The Dominion is yet another solid addition to the *Star Trek: CCG* universe. The new affiliation is loads of fun to play, and balances well against the others. I look forward to the enhanced battle mechanics of *Blaze of Glory* with a loaded disruptor and an itchy trigger finger. ■

Have We Met?

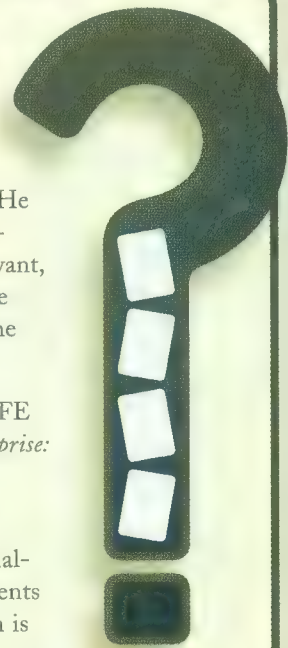
The Dominion includes four white-bordered cards from forthcoming expansions. It might annoy the collector in you, but these cards will make the player in you all misty-eyed.

Captain Kirk: Uh-HUH. Dressed in that slimming green wraparound, Kirk kicks French butt in a head-to-head fight with Picard. He can also stop one female present with him *every* turn. He special-downloads Captain’s Log, perhaps just before he lets you initiate battle against any non-Federation cards (a little skill I like to call “Cowboy Diplomacy”). If it’s personnel battles you want, the Man can automatically stun an opposing personnel he’s paired with—even powerhouses like Xon, Roga Danar, or Lore. He probably uses a stunning blow with both hands to the base of the neck....

Admiral Riker: The matching commander of the Future *Enterprise*. You can report him to the FE with Crew Reassignment, or, if he’s aboard a matching facility, he special-downloads any *Enterprise*: Future, C, D, or bloody E. If you’re not lucky enough to get both Kirk and Riker, sleep easier knowing all that firepower isn’t wasted—Riker’s special ability allows battles against Klingons.

Worf Son of Mogh: Good old Worf, in full Klingon mode (red card and everything) can special-download *Qapla!* to rally the troops and enable honorable Klingons to force-feed their opponents a big plateful of *gagh*. For added fun, he boosts the *I.K.C. Bortas*, Gowron’s flagship, if Gowron is aboard with him.

Seven of Nine: She’s all Borged out and ready to service the collective with three—yes, three—subcommand icons. This drone’s an ENGINEER, which is always handy, and has Stellar Cartography, a skill not readily available to the Borg. Her finest pair of attributes (cut it out, you) are her special skills. She can apply *all three* subcommand icons for the staffing of a cube, reducing the staffing requirement to five drones. Secondly, she can draw, rather than play, a card at the beginning of your turn. With all the “download in place of a card draw” skills lurking in the collective, this shouldn’t be underestimated. Oh, yeah, and her attributes are 7, 7, and 7. —C.G.



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Card Redemption Program

Wizards of the Coast believes that banning and/or restricting cards is critical to creating long-term stability in the tournament environment. However, we recognize this can be frustrating and disappointing to players who purchase Magic product only to find that some cards are no longer allowed in one of the most popular tournament formats. In conjunction with the recent banning of the following cards from the Standard tournament format, Wizards of the Coast is offering a Redemption Program.

Card Title	Set
Earthcraft	Tempest
Dream Halls	Stronghold
Recurring Nightmare	Exodus
Fluctuator	Urza's Saga
Time Spiral	Urza's Saga
Tolarian Academy	Urza's Saga



Here's how the redemption program works.

- Go to the Magic area of the Wizards of the Coast website (www.wizards.com/Magic) and download the redemption form, or use the form provided below.
- Fill out the redemption form completely and mail it, along with any cards from the above list, to:
Merchant Services—Magic Redemption Program
P.O. Box 707
Renton, WA 98057-0707
U.S.A.
- Wizards of the Coast will send you one booster pack for each valid card you send in. The booster pack will be from the set that the redeemed card originated from. *In other words, if you send us two Dream Halls and one Recurring Nightmare, we will send you two Stronghold boosters and one Exodus booster.* Wizards of the Coast regrets any inconvenience this may have caused to you.

Rules and Disclaimers:

- Wizards of the Coast will not be responsible for or obligated to redeem cards that are lost in the mail. Please use certified or insured mail if this concerns you.
- Cards must arrive in playable condition in order to be redeemed.
- Redemption of Rath Cycle block cards (Tempest, Stronghold, and Exodus) will end **November 1, 1999**.
- Redemption of Urza block cards (Urza's Saga, Urza's Legacy, and Urza's Destiny) will end **November 1, 2000**.
- Only the cards on the above list are valid for redemption at this time. Any cards sent to us that are not from this list will not be redeemed or returned.
- Please allow 4 to 6 weeks for delivery.

Fill out the form below and mail it, with any eligible cards you wish to have redeemed, to the address below.

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Address _____

City _____ State/Prov. _____

Country _____ Zip/Postal Code _____

Fill out this form, and mail it, along with the cards eligible for redemption to:

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P.O. Box 707
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U.S.A.

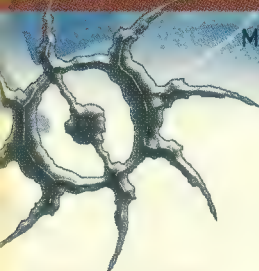
Please allow 4 to 6 weeks for delivery.

Card Title	Set	# of cards you wish to redeem
Earthcraft	Tempest	<input type="text"/>
Dream Halls	Stronghold	<input type="text"/>
Recurring Nightmare	Exodus	<input type="text"/>
Fluctuator	Urza's Saga	<input type="text"/>
Time Spiral	Urza's Saga	<input type="text"/>
Tolarian Academy	Urza's Saga	<input type="text"/>

THE DUELIST ORACLE

THE AUTHORITATIVE SOURCE FOR MAGIC: THE GATHERING CARD TEXT

MAY 1999



ORGANIZATION

The *Duelist Oracle* is divided by color and alphabetized within each color. We preserved the summon type of the card because this is important for many cards. The expansion(s) the card has appeared in is listed after each card, and a card type and expansion key is on the bottom of every page. Finally, some cards have italicized text following the card text, which is the associated Oracle ruling or clarification for that card.

Reminder text appears on many cards to cover game mechanics specific to that card. This glossary covers all the reminder text on the cards within The *Duelist Oracle*. Creature abilities covered under the basic rules, such as flying or trample, are not listed here.

Buyback

You may pay an additional \otimes when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.

Buyback—ACTION

You may **DO ACTION** in addition to any other costs when you play this spell. If you do, put **SPELL** into your hand instead of your graveyard as part of the spell's effect.

ACTION covers any action that is not a simple payment of mana, such as sacrificing a land or choosing and discarding cards. **SPELL** is the card with the buyback mechanism.

Cycling

You may pay \otimes and discard this card from your hand to draw a card. Play this ability as an instant.

Echo

During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.

Landwalk

If defending player controls any **LAND-TYPE**, this creature is unblockable.

Landhome

If defending player controls no **LAND-TYPE**, this creature cannot attack. If you control no **LANDTYPE**, bury this creature.

LANDTYPE covers types of lands, such as island for Islandhome, or Snow-Covered Forest for Snow-Covered Foresthome.

Shadow

This creature can block or be blocked by only creatures with shadow.

FIFTH EDITION | TEMPEST | STRONGHOLD | EXODUS | URZA'S SAGA | URZA'S LEGACY

THE BANNED LISTS, THEY ARE A-CHANGIN'

A bombshell hit the *Duelist Oracle* as we were going to press, and the article you were supposed to see here had to be axed to provide an update on the latest news from the DCI. As many of you already know, effective April 1, 1999, the DCI has banned six cards from the Standard Constructed format. These cards are *Dream Hall's Earthcraft*, *Fluctuator*, *Lotus Petal*, *Recurring Nightmare*, and *Time Spiral*.

Time Spiral and *Windfall* have also been banned in *Urza Black Constructed*, and *Time Spiral* has been banned in *Classic-Restricted* (Type 1.3) and restricted in *Classic* (Type 1). For the complete Banned and Restricted List, see page 113.

In addition, the following errata were issued March 1 for the "free" creatures (*Cloud of Faeries*, *Great Whale*, *Palinchron*, and *Peregrine Drake*): "When [this creature] comes into play, if you played it from your hand, untap up to [the appropriate number] lands." *Priest of Gix* was also affected and now reads: "When *Priest of Gix* comes into play, if you played it from your hand, add $\otimes\otimes\otimes$ to your mana pool."

We'll provide a full explanation of the reasons behind the banings and errata in our next issue, as you can get that info on the DCI website at theDCI.com. To alleviate concerns some players might have over not being able to play cards they recently acquired, Wizards of the Coast is offering a card redemption program, which is explained on page 96.

—HW McDermott

ARTIFACTS

Aladdin's Ring Art \otimes	Aladdin's Ring deals 4 damage to target creature or player. 5E
Aitar of Dementia Art \otimes	Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard. TE
Amulet of Kroog Art \otimes	2, \otimes : Prevent 1 damage to any creature or player. 5E
Angel's Trumpet Art \otimes	Attacking does not cause creatures to tap. At the end of each player's turn, tap all untapped creatures he or she controls that did not attack this turn. Angel's Trumpet deals 1 damage to that player for each creature tapped this way. *Even if a creature cannot attack for some reason (<i>Pacifism</i> , <i>Walls</i> , etc.), if it is untapped at the end of the turn, the Trumpet will tap it and deal 1 damage to its controller. UL
Ankh of Mishra Art \otimes	Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller. 5E
Ashnod's Altar Art \otimes	Sacrifice a creature: Add two colorless mana to your mana pool. Play this ability as a mana source. 5E
Ashnod's Transmogrant Art \otimes	Sacrifice Ashnod's Transmogrant: Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact creature permanently. 5E
Barbed Sextant Art \otimes	1, \otimes : Sacrifice Barbed Sextant: Add one mana of any color to your mana pool. Play this ability as a mana source. Draw a card at the beginning of the next turn. 5E
Barl's Cage Art \otimes	3: Target creature does not untap during its controller's next untap phase. 5E
Barrin's Codex Art \otimes	During your upkeep, you may put a page counter on Barrin's Codex. 1, \otimes : Sacrifice Barrin's Codex: Draw X cards, where X is the number of page counters on Barrin's Codex. US
Battering Ram AC 1/1 \otimes	Banding when attacking. If Battering Ram is blocked by any Wall, destroy that Wall at end of combat. *This ability triggers when a block is established, though it isn't played until end of combat. 5E
Beast of Burden AC */* \otimes	Beast of Burden has power and toughness each equal to the total number of creatures in play. UL
Booby Trap Art \otimes	When Booby Trap comes into play, name a card other

than a basic land. Whenever target opponent draws any cards, he or she reveals those cards to all players. If any of those cards is the named card, sacrifice Booby Trap and it deals 10 damage to that player. TE

Bottle Gnomes AC 1/3 \otimes

Sacrifice Bottle Gnomes: Gain 3 life. TE

Bottle of Suleiman Art \otimes

1: Sacrifice Bottle of Suleiman: Flip a coin. If you lose the flip, Bottle of Suleiman deals 5 damage to you. Otherwise, put a Djinn token into play. Treat this token as a 5/5 artifact creature with flying. 5E

Bullwhip Art \otimes

2, \otimes : Bullwhip deals 1 damage to target creature. That creature attacks this turn if able. 5E

Cathodion AC 3/3 \otimes

When Cathodion is put into a graveyard from play, add three colorless mana to your mana pool. US

Chimeric Staff Art \otimes

Chimeric Staff is an artifact creature with power and toughness each equal to X until end of turn. US

Citanul Flute Art \otimes

1, \otimes : Search your library for a creature card with total casting cost no greater than X. Reveal that card and put it into your hand. Shuffle your library afterward. US

Claws of Gix Art \otimes

1: Sacrifice a permanent: Gain 1 life. US

Clay Statue AC 3/1 \otimes

2: Regenerate Clay Statue. 5E

Clockwork Beast AC 0/4 \otimes

When Clockwork Beast comes into play, put seven +1/+0 counters on it. At the end of any combat in which Clockwork Beast attacked or blocked, remove one of these counters. 1, \otimes : Put X +1/+0 counters on Clockwork Beast. You may have no more than seven of these counters on Clockwork Beast. Use this ability only during your upkeep. *The creature loses a counter at the end of combat even if it was removed from combat for some reason or didn't deal combat damage. If it somehow attacks and blocks in the same combat, it loses only one counter. 5E

Clockwork Steed AC 0/3 \otimes

Clockwork Steed cannot be blocked by artifact creatures. When Clockwork Steed comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Steed attacked or blocked, remove one of these counters. 1, \otimes : Put X +1/+0 counters on Clockwork Steed. You may have no more than four of these counters on Clockwork Steed. Use this ability only during your upkeep. *See *Clockwork Beast* for related rulings. 5E

Goat of Arms Art \otimes

Each creature gets +1/+1 for each other creature in play of the same creature type. (For example, if there are three Goblins in play, each of them gets +2/+2.) EX

Goiled Tinvipier AC 2/1 \otimes

First strike. TE

Cold Storage Art \otimes

3: Remove target creature you control from the game. Sacrifice Cold Storage: Put into play under its owner's control each creature removed from the game with Cold Storage. TE

Colossus of Sardia AC 9/9 \otimes

Trample. Colossus of Sardia does not untap during your untap phase. 9: Untap Colossus of Sardia. Use this ability only during your upkeep. 5E

Copper Gnomes AC 1/1 \otimes

1, Sacrifice Copper Gnomes: Choose an artifact card in your hand and put that artifact into play. US

Coral Helm Art \otimes

3: Discard a card at random: Target creature gets +2/+2 until end of turn. 5E

Crawlspace Art \otimes

No more than two creatures can attack you each combat. UL

Crown of the Ages Art \otimes

1, \otimes : Move target local enchantment from one creature to another. *Crown of the Ages isn't limited to moving creature enchantments, but moves enchantments from one creature to another. 5E

Crystal Chimes Art \otimes

3, \otimes : Sacrifice Crystal Chimes: Return all enchantment cards from your graveyard to your hand. US

Crystal Rod Art \otimes

1: Gain 1 life. Use this ability only when a blue spell is successfully cast and only once for each such spell. 5E

Cursed Scroll Art \otimes

3, \otimes : Name a card. An opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player. *Cursed Scroll's ability requires you to reveal the card your opponent chooses to all players. *Selecting "an opponent" is not a targeted effect, but must be done when the spell is cast or the ability is played, as appropriate. Effects that prevent or redirect spells or abilities targeting a player cannot affect which opponent is selected. TE

Damping Engine Art \otimes

A player who controls more permanents than any other cannot play lands or artifact, creature, or enchantment spells. That player may sacrifice a permanent to ignore this effect until end of turn. UL

Dancing Scimitar AC 1/5 \otimes

Flying. 5E

Defense Grid Art \otimes

During each player's turn, spells played by another player cost an additional 3. *Although *Defense Grid* increases the cost to play a spell during another player's turn, it doesn't increase the casting cost of the spell. For example, *Spell Blasting* a *Shock* cast by an opponent during your turn costs 3 even though *Shock* costs 3 to cast. *Effects such as *Medallions* reduce total play cost, not just casting cost. As a


THE DUELIST ORACLE PLAYER'S GUIDE

Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost	
<i>result, they can be used to reduce the additional costs of Defense Grid.</i>			UL	that creature is put into any graveyard this turn, sacrifice Flying Carpet. *Flying Carpet is sacrificed only if the target creature is put into any graveyard after the effect resolves, not if it was put there before the effect resolved.			5E	Jester's Cap	Art		4	<i>damage, and then let it untap, if you have some reason for lowering your life total. *Contrary to past errata, the mana produced by Mana Vault may be used to untap Basilic Monoliths and Mana Vaults, and vice versa.</i>			5E	
Diabolic Machine	AC	4/4	7	Fool's Tome	Art		4	Jet Medallion	Art		2	Manakin	AC	1/1	2	
3: Regenerate Diabolic Machine.			5E	2: Draw a card. Use this ability only if you have no cards in your hand.			TE	Your black spells cost 1 less to play.			TE	3: Add one colorless mana to your mana pool. Play this ability as a mana source.			TE	
Dingus Egg	Art		4	Fountain of Youth	Art		0	Jhoira's Toolbox	AC	1/1	UL	Medicine Bag	Art		3	
Whenever a land is put into any graveyard from play, Dingus Egg deals 2 damage to that land's controller. *If more than one land is put into the graveyard at the same time, play the ability once for each land. To prevent all of the damage with CoP: Artifacts, pay 2 for each land that was put into the graveyard. *This ability will trigger even if Dingus Egg is put into the graveyard at the same time as the land(s).			5E	1: Gain 1 life.			5E	2: Regenerate target artifact creature.			UL	1, 3: Choose and discard a card: Regenerate target creature.			EX	
Disrupting Scepter	Art		3	Gauntlets of Chaos	Art		5	Jinxed Idol	Art		2	Meekestone	Art		1	
3: Target player chooses and discards a card. Use this ability only during your turn.			5E	5: Sacrifice Gauntlets of Chaos: Permanently exchange control of target artifact, creature, or land you control for control of target permanent of the same type an opponent controls. Then destroy all enchantments on those permanents. *All targets are chosen when the ability is played, and swapped when the effect resolves. *Effects that exchange control of two permanents can't change the controller of just one of them. If this ability fizzles against either target or otherwise fails to change control of one of them, no exchange is made.			5E	During your upkeep, Jinxed Idol deals 2 damage to you. Sacrifice a creature: Target opponent gains control of Jinxed Idol.			TE	Creates with power 3 or greater do not untap during their controllers' untap phases.			5E	
Dragon Blood	Art		3	Glasses of Urza	Art		1	Jinxed Ring	Art		2	Memory Crystal	Art		3	
3: Put a +1/+1 counter on target creature.			US	Look at target player's hand.			5E	Whenever any card is put into your graveyard from play, Jinxed Ring deals 1 damage to you. Sacrifice a creature: Target opponent gains control of Jinxed Ring permanently.			SH	3: Sacrifice Memory Jar: Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.			UL	
Dragon Engine	AC	1/3	3	Grafted Skullcap	Art		2	Joven's Tools	Art		6	Metallic Silver	AC	1/1	1	
2: Dragon Engine gets +1/+0 until end of turn.			5E	During your draw phase, draw an additional card. At the end of each of your turns, discard your hand.			US	4: Target creature cannot be blocked this turn except by Walls.			5E	Metallic Silver counts as a Silver.			TE	
Echo Chamber	Art		4	Grapeshot Catapult	AC	2/3	4	Karn, Silver Golem	Legendary	AC	4/4	5	Metrognome	Art		4
4: Target opponent chooses target creature or creature token he or she controls. Put a token creature into play and treat it as a copy of that card or token. The token creature is unaffected by summoning sickness this turn. At end of turn, remove the token creature from the game. Play this ability as a sorcery. *See Cursed Scroll for related rulings.			TE	Grapeshot Catapult deals 1 damage to target creature with flying.			5E	Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn. 1: Target non-creature artifact is an artifact creature with power and toughness each equal to its casting cost until end of turn. (That artifact retains its abilities.) *If blocking or blocked by more than one creature, Karn still only receives -4/+4, since this ability is triggered when blockers are declared. Since all blockers are declared simultaneously, this ability can only be triggered once per attack phase.			US	When a spell or ability one of your opponents controls causes you to discard Metrognome, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures. 4: Put a Gnome token into play. Treat this token as a 1/1 artifact creature.			US	
Elkin Bottle	Art		3	Grim Monolith	Art		2	Library of Leng	Art		1	Milstone	Art		2	
3: Remove the top card of your library from the game, face up. You may play that card as though it were in your hand. At the beginning of your next turn, put into your graveyard the card removed from the game with Elkin Bottle if you have not played it. *This ability is not a draw effect. Effects that trigger when a card is drawn will ignore the use of Elkin Bottle's ability. *The card that's removed from play is removed at the beginning of the appropriate turn. The card is maintained by the Bottle's effect, not by the Bottle itself, so removing the Bottle from play doesn't cause the card to be put into your graveyard, nor does it save a card that isn't played in time. *The card isn't part of your hand in any sense. It doesn't count towards your hand size, can't be discarded, and so on.			5E	Grim Monolith does not untap during your untap phase. 3: Add three colorless mana to your mana pool. Play this ability as a mana source. 4: Untap Grim Monolith.			UL	Skip your discard phase. Whenever you are forced to discard a card, you may put that card to the top of your library. *Spells and abilities that require you to discard during their resolution are considered to force the discard, even if you choose to play the spell or ability. For example, using Sindbad or Wheel of Fortune is considered a forced discard. *Spells and abilities that require you to discard as part of the cost of playing them don't force you to discard. This includes Land's Edge, Stormbind, and so on. *Remember that if a "do A or do B" ability calls for a discard, choosing to discard is treated as paying a cost and so isn't forced. For example, discarding a card when Balduvian Horde comes into play is a choice, not a forced discard. *Cards that are discarded are put into your graveyard, then on top of your library as a triggered ability. This interacts normally with other triggered abilities. It also means that your opponent will see the cards that you put on top of your library. *You can't skip a phase that has already begun. If Library of Leng is tapped when your discard phase begins and becomes untapped during the discard phase, you don't end the phase prematurely.			5E	2, 3: Put the top two cards of target player's library into his or her graveyard. *Note that this effect doesn't cause the cards to be discarded; it simply moves them into the player's graveyard. *This effect doesn't cause the cards to be drawn, either. Emptying a player's library with it isn't sufficient to cause the player to lose; the player won't lose until he or she has to draw a card and can't. *When more than one card is put into a player's graveyard at once, that player chooses the order of those cards.			5E	
Emerald Medallion	Art		2	Grindstone	Art		1	LifeLine	Art		5	Mindless Automaton	AC	0/0	4	
Your green spells cost 1 less to play.			TE	3: Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.			TE	Whenever a creature is put into a graveyard and a creature is in play, return that card from your graveyard to play at end of turn. *If a card was a creature when it was put into its owner's graveyard, it is returned by LifeLine's effect, regardless of whether the card is a creature card. For example, if a "sleeping" enchantment has become a creature and is then destroyed while another creature is in play, LifeLine will put the enchantment back into play, but that enchantment will be "asleep" again. *If more than one creature and LifeLine are all in play, and the creatures all go to their owners' graveyards at the same time (because of Wrath of God, for instance), LifeLine's effect will put all of them back into play at end of turn.			US	Mindless Automaton comes into play with two +1/+1 counters on it. 1: Choose and discard a card: Put a +1/+1 counter on Mindless Automaton. Remove two +1/+1 counters from Mindless Automaton: Draw a card.			EX	
Emmessi Tome	Art		4	Heartstone	Art		3	Lifeline	Art		5	Mishra's Helix	Art		5	
5: Draw two cards, then choose and discard a card.			TE	The cost of each creature ability requiring an activation cost is reduced by 1. This cannot reduce an ability's total mana cost to less than 1.			SH	Whenever a creature is put into a graveyard and a creature is in play, return that card from your graveyard to play at end of turn. *If a card was a creature when it was put into its owner's graveyard, it is returned by LifeLine's effect, regardless of whether the card is a creature card. For example, if a "sleeping" enchantment has become a creature and is then destroyed while another creature is in play, Lifeline will put the enchantment back into play, but that enchantment will be "asleep" again. *If more than one creature and Lifeline are all in play, and the creatures all go to their owners' graveyards at the same time (because of Wrath of God, for instance), Lifeline's effect will put all of them back into play at end of turn.			US	X: Tap X lands.			US	
Endoskeleton	Art		2	Helm of Chazkuk	Art		1	Lotus Blossom	Art		2	Mobile Fort	AC	0/6	4	
You may choose not to untap Endoskeleton during your untap phase. 2: Target creature gets +0/+3 as long as Endoskeleton remains tapped.			US	1: Target creature gains binding until end of turn.			5E	During your upkeep, you may put a petal counter on Lotus Blossom. 3: Sacrifice Lotus Blossom: Add X mana of one color to your mana pool, where X is the number of petal counters on Lotus Blossom. Play this ability as a mana source.			US	Mobile Fort counts as a Wall. 3: Mobile Fort gets +3/-1 until end of turn and can attack this turn as though it were not a Wall. Play this ability only once each turn.			US	
Energizer	AC	2/2	4	Helm of Possession	Art		4	Lotus Petal	Art		0	Mogg Cannon	Art		2	
2: Put a +1/+1 counter on Energizer.			TE	You may choose not to untap Helm of Possession during your untap phase. 2: Sacrifice a creature: Gain control of target creature as long as you control Helm of Possession and Helm of Possession remains tapped.			TE	Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Play this ability as a mana source.			US	Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.			TE	
Ensnaring Bridge	Art		3	Hive, The	Art		5	Magnetic Web	Art		2	Mox Diamond	Art		0	
Each creature with power greater than the number of cards in your hand cannot attack.			SH	5: Put a Wasp token into play. Treat this token as a 1/1 artifact creature with flying.			5E	Each creature with any magnet counters on it attacks, if able, if any other creatures with magnet counters on them that the attacking player controls attack. If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the defending player controls block that creature if able. 1: Put a magnet counter on target creature.			TE	When Mox Diamond comes into play, choose and discard a land card or sacrifice Mox Diamond. 3: Add one mana of any color to your mana pool. Play this ability as a mana source.			SH	
Erratic Portal	Art		4	Hopping Automaton	AC	2/2	3	Mana Vault	Art		3	Nevinyrral's Disk	Art		4	
1: Return target creature to owner's hand unless its controller pays 1.			EX	0: Hopping Automaton gets -1/-1 and gains flying until end of turn.			US	Mana Vault does not untap during your untap phase. At the end of your upkeep, if Mana Vault is tapped, it deals 1 damage to you. 4: Untap Mana Vault at end of upkeep. Use this ability only during your upkeep. 3: Add three colorless mana to your mana pool. Play this ability as a mana source. *Mana Vault's end-of-upkeep ability and its ability to untap itself implicitly break the rule that prevents artifact abilities from being played while the artifact is tapped. *The ability to damage you is played at end of upkeep. If Mana Vault is tapped when you play its end-of-upkeep ability, the effect deals 1 damage to you; whether it's untapped at any other time is unimportant. Note that you can pay to untap Mana Vault, take the			US	Destroy all artifacts, creatures, and enchantments. *Because all artifacts, creatures, and enchantments are destroyed at the same time, enchantments on creatures may be used to regenerate them.			5E	
Essence Bottle	Art		2	Horn of Greed	Art		3	Magical Web	Art		2	Noetic Scales	Art		4	
3: Put an elixir counter on Essence Bottle. Remove all elixir counters from Essence Bottle: Gain 2 life for each elixir counter removed in this way.			TE	Whenever any player plays a land, that player draws a card.			SH	Each creature with any magnet counters on it attacks, if able, if any other creatures with magnet counters on them that the attacking player controls attack. If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the defending player controls block that creature if able. 1: Put a magnet counter on target creature.			TE	During each player's upkeep, return to owner's hand each creature that player controls with power greater than the number of cards in his or her hand.			US	
Excavator	Art		2	Hornet Cannon	Art		4	Mana Vault	Art		3	Null Brooch	Art		4	
Sacrifice a basic land: Target creature gains that landwalk ability until end of turn.			TE	3: Put a Hornet token into play. Treat this token as a 1/1 artifact creature with flying that is unaffected by summoning sickness. At end of turn, destroy the token.			SH	Mana Vault does not untap during your untap phase. At the end of your upkeep, if Mana Vault is tapped, it deals 1 damage to you. 4: Untap Mana Vault at end of upkeep. Use this ability only during your upkeep. 3: Add three colorless mana to your mana pool. Play this ability as a mana source. *Mana Vault's end-of-upkeep ability and its ability to untap itself implicitly break the rule that prevents artifact abilities from being played while the artifact is tapped. *The ability to damage you is played at end of upkeep. If Mana Vault is tapped when you play its end-of-upkeep ability, the effect deals 1 damage to you; whether it's untapped at any other time is unimportant. Note that you can pay to untap Mana Vault, take the			US	2: Discard your hand: Counter target noncreature spell. Play this ability as an interrupt.			EX	
Feldon's Cane	Art		1	Howling Mine	Art		2	Obelisk of Undoing	Art		1	Ornithopter	AC	0/2	0	
Remove Feldon's Cane from the game: Shuffle your graveyard into your library.			5E	During each player's draw phase, that player draws an additional card. *This is a phase ability that's played during the draw phase. Therefore, it's played as an instant and may be responded to with other instants.			5E	6: Return target permanent you control and own to your hand. *This ability can target tokens, because they're owned by whoever controlled the effect that generated them. Remember that a token would leave the game permanently after being put into your hand.			5E	Flying.			5E	
Fellwar Stone	Art		2	Infinite Hourglass	Art		4	Patchwork Gnomes	AC	2/1	3	Pearl Medallion	Art		2	
Add to your mana pool one mana of any type that any opponent's lands can produce. Play this ability as a mana source. *Fellwar Stone can produce one mana of any type that any of your opponents' lands can produce. If your opponents control no lands, you can't use Fellwar Stone. Any special restrictions on how mana of a given type may be spent will be copied faithfully by the Stone. For example, if your opponents' only land is Mishra's Workshop, the Stone produces colorless mana that can be spent only on the casting costs of artifact spells. *If a land produces more than one type of mana, you choose among all of those types. For example, an opposing City of Brass allows you to produce mana of any color, and Wizards' School allows you produce colorless, white, blue, or black mana.			5E	During your upkeep, put a time counter on Infinite Hourglass. All creatures get +X/+0, where X is equal to the number of time counters on Infinite Hourglass. Any player may pay 3 during any upkeep to remove a time counter from Infinite Hourglass. *The ability to remove a counter is a phase effect. Therefore, each player can remove only one counter each upkeep.			5E	Choose and discard a card: Regenerate Patchwork Gnomes.			TE	Your white spells cost 1 less to play.			TE	
Feroz's Ban	Art		6	Iron Maiden	Art		3	Pentagram of the Ages	Art		4	Phyrexian Colossus	AC	8/8	7	
Summon spells cost an additional 2 to play. *See Defense Grid for related rulings.			5E	During each of your opponents' upkeeps, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.			UL	4: Prevent all damage to you from one source. (Treat further damage from that source normally.) *This ability prevents only the damage being dealt during the current damage-prevention step, not damage dealt earlier or later.			5E	Phyrexian Colossus does not untap during your untap phase. Pay 8 life: Untap Phyrexian Colossus. Phyrexian Colossus cannot be blocked by fewer than three creatures.			US	
Flowstone Sculpture	AC	4/4	6	Iron Star	Art		1	Phyrexian Colossus	AC	8/8	7					
2: Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.			TE	1: Gain 1 life. Use this ability only when a red spell is successfully cast and only once for each such spell.			5E									
Fluctuator	Art		2	Ivory Cup	Art		1									
Cycling costs you up to 2 less to play.			US	Gain 1 life. Use this ability only when a white spell is successfully cast and only once for each such spell.			5E									
Flying Carpet	Art		4	Jade Monolith	Art		4									
2: Target creature gains flying until end of turn. If			5E	1: Redirect all damage from any creature to yourself. (Treat further damage from that source normally.)			5E									

Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost
Phyrexian Grimoire	Art		4	Soul Net	Art		1	Abyssal Specter	Su Specter	2/3	2
☙: An opponent chooses a card from the top two cards in your graveyard. Remove that card from the game and put the other into your hand. •See <i>Cursed Scroll</i> for related rulings.				1: Gain 1 life. Use this ability only when a creature is put into any graveyard from play and only once for each such creature. •You can play triggered abilities even if the source has left play by the time you play the ability. Thus, an animated Soul Net can give you life for its own destruction.				Flying. If Abyssal Specter damages any player, he or she chooses and discards a card. •Discarding the card is a side effect of the damage, so it happens only if the Specter successfully deals damage.			5E
Phyrexian Hulk	AC	5/4		Spellbook	Art		5E	Animate Dead	Ench		1
				Skip your discard phase.				When you play Animate Dead, choose target creature card in any graveyard. When Animate Dead comes into play, put that creature into play and Animate Dead becomes a creature enchantment that targets the creature. Enchanted creature gets -1/-0. If Animate Dead leaves play, destroy the creature. The creature cannot be regenerated this turn. •Animate Dead can target only creature cards in any graveyard. Once it's in play, it becomes a creature enchantment that targets only the animated creature. This is the only legal target, and can't be affected by Enchantment Alteration and so forth. •A creature's abilities don't apply while the creature card is in the graveyard. For example, a White Knight card in the graveyard doesn't have protection from black, so it can be the target of Animate Dead. However, once the Knight comes into play, its protection from black will take effect, causing the enchantment to be destroyed, which will then destroy the Knight.			5E
Phyrexian Processor	Art		4	Sphere of Resistance	Art		2	Archmage's Footprints	Art		6
When Phyrexian Processor comes into play, pay any amount of life. ☙: Put a Minion token into play. Treat this token as a black creature with power and toughness each equal to the amount of life paid at the time Phyrexian Processor came into play.				All spells cost an additional 1 to play. •See <i>Defense Grid</i> for related rulings.				Urza's Bauble	Art		1
Phyrexian Splicer	Art		2	Squee's Toy	Art		3	☙: Sacrifice Urza's Bauble: Look at a card you choose at random from target player's hand. Draw a card at the beginning of the next turn.			
2: ☙: Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.				☙: Prevent 1 damage to any creature.				Urza's Blueprints	Art		6
Pit Trap	Art		2	Static Orb	Art		3	Echo. ☙: Draw a card.			
2: Sacrifice Pit Trap: Destroy target attacking creature without flying. That creature cannot be regenerated this turn.				Players cannot untap more than two permanents during their untap phase.				Volrath's Laboratory	Art		5
Portcullis	Art		4	Sword of the Chosen	LArt		3	When you play Volrath's Laboratory, choose a color and creature type. 5: ☙: Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.			
Whenever any creature comes into play, if there are two or more other creatures in play, set that creature aside. If Portcullis leaves play, put the creature into play under its owner's control.				☙: Target legend gets +2/+2 until end of turn.				Voltaic Key	Art		1
Primal Clay	AC	*/*	4	Tawnos's Weaponry	Art		5E	1: ☙: Untap target artifact.			
When you play Primal Clay, choose one—Primal Clay is a 2/2 artifact creature with flying; or Primal Clay is a 3/3 artifact creature; or Primal Clay is a 1/6 artifact creature that counts as a Wall. •Cards that copy Primal Clay are stuck with whichever form was chosen for the original Primal Clay.				You may choose not to untap Tawnos's Weaponry during your untap phase. 2: ☙: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped.				Wall of Junk	AC	0/7	2
Puppet Strings	Art		3	Telethopter	AC	3/1	4	Whenever Wall of Junk blocks, return it to owner's hand at end of combat.			
2: ☙: Tap or untap target creature.				Tap a creature you control: Telethopter gains flying until end of turn.				Wall of Spears	AC	2/3	3
Purging Scythe	Art		5	Temporal Aperture	Art		2	First strike. Wall of Spears counts as a Wall.			
During your upkeep, Purging Scythe deals 2 damage to the creature with the lowest toughness. If two or more creatures are tied for the lowest toughness, you decide to which creature Purging Scythe deals damage.				5: ☙: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its casting cost. (If the spell has X in its casting cost, X is 0)				Watchdog	AC	1/2	3
Quicksilver Amulet	Art		4	Thopter Squadron	AC	0/0	5	Whenever Watchdog blocks if able. As long as Watchdog is untapped, all creatures attacking you get -1/-0.			
4: ☙: Choose a creature card in your hand and put that creature into play.				Flying. Thopter Squadron comes into play with three +1/+1 counters on it. 1: Remove a +1/+1 counter from Thopter Squadron: Put a Thopter token into play. Treat this token as a 1/1 artifact creature with flying. Play this ability as a sorcery. 1: Sacrifice a Thopter: Put a +1/+1 counter on Thopter Squadron. Play this ability as a sorcery.				Wheel of Torture	Art		3
Ring of Gix	Art		3	Thran Lens	Art		2	During each of your opponents' upkeeps, Wheel of Torture deals 1 damage to that player for each card fewer than three in his or her hand.			
Echo. 1: ☙: Tap target artifact, creature, or land.				All permanents are colorless.				Whetstone	Art		3
Rod of Ruin	Art		4	Thran Turbine	Art		1	3: Each player puts the top two cards of his or her library into his or her graveyard.			
3: ☙: Rod of Ruin deals 1 damage to target creature or player.				During your upkeep, you may add up to two colorless mana to your mana pool. This mana cannot be spent to play spells.				Winter Orb	Art		2
Ruby Medallion	Art		2	Thran War Machine	AC	4/5	4	Players cannot untap more than one land during their untap phases. •Animated lands are subject to both <i>Snoke</i> and <i>Winter Orb</i> . Allowing one to untap will use up your one creature and your one land for that turn.			
Your red spells cost 1 less to play.				Echo. Thran War Machine attacks each turn if able.				Wirecat	AC	4/3	4
Sapphire Medallion	Art		2	Thran Weaponry	Art		4	Wirecat cannot attack or block if an enchantment is in play.			
Your blue spells cost 1 less to play.				Echo. You may choose not to untap Thran Weaponry during your untap phase. 2: ☙: All creatures get +2/+2 as long as Thran Weaponry remains tapped.				Wooden Sphere	Art		1
Scalding Tongues	Art		2	Throne of Bone	Art		1	1: Gain 1 life. Use this ability only when a green spell is successfully cast and only once for each such spell.			
During your upkeep, if you have three or fewer cards in your hand, Scalding Tongues deals 1 damage to target opponent.				1: Gain 1 life. Use this ability only when a black spell is successfully cast and only once for each such spell.				Workhorse	AC	0/0	6
Scrapheap	Art		3	Thumbscrews	Art		2	Workhorse comes into play with four +1/+1 counters on it. Remove a +1/+1 counter from Workhorse: Add one colorless mana to your mana pool. Play this ability as a mana source.			
Whenever an artifact or enchantment is put into your graveyard from play, gain 1 life.				During your upkeep, if you have five or more cards in hand, Thumbscrews deals 1 damage to target opponent.				Worn Powerstone	Art		3
Scroll Rack	Art		2	Ticking Gnomes	AC	3/3	3	Worn Powerstone comes into play tapped. ☙: Add two colorless mana to your mana pool. Play this ability as a mana source.			
1: ☙: Choose any number of cards in your hand and remove them from the game. Put an equal number of cards from the top of your library into your hand. Then put the cards removed from the game with Scroll Rack on top of your library in any order.				Echo. Sacrifice Ticking Gnomes: Ticking Gnomes deals 1 damage to target creature or player.				Abandon Hope	Sorc	1	1
Serpent Generator	Art		6	Time Bomb	Art		4	Choose and discard X cards: Look at target opponent's hand and choose X of those cards. That player discards the chosen cards.			
4: ☙: Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. If any Poison Snake damages any player, he or she gets a poison counter. If any player has ten or more poison counters, he or she loses the game.				During your upkeep, put a time counter on Time Bomb. 1: ☙: Sacrifice Time Bomb: Time Bomb deals to each creature and player 1 damage for each time counter on it.				Abyssal Horror	Su Horror	2/2	4
Shapeshifter	AC	*7/+*	6	Torture Chamber	Art		3	Flying. When Abyssal Horror comes into play, target player chooses and discards two cards.			
Shapeshifter has total power and toughness of 7, divided any way you choose, though neither can be more than 7. When you play Shapeshifter, choose its power and toughness. During your upkeep, choose Shapeshifter's power and toughness. •Setting Shapeshifter's power and toughness is an upkeep ability, so it can be played only once each turn. Note that you're changing only its base power and toughness; existing modifiers are applied to the new power and toughness normally.				During your upkeep, put a pain counter on Torture Chamber. At the end of your turn, Torture Chamber deals 1 damage to you for each pain counter on it. 1: ☙: Remove all pain counters from Torture Chamber: Torture Chamber deals 1 damage to target creature for each pain counter removed in this way.				Broken Visage	Inst		4
Shifting Wall	AC	0/0	∞	Transmogrifying Lcid	AC	2/2	2	Destroy target nonartifact attacking creature and put a Shadow token into play. The destroyed creature cannot be regenerated this turn. Treat this token as a black creature with the same power and toughness as the targeted creature. At end of turn, sacrifice the token. •The token has power and toughness equal to the current power and toughness of the target, including bonuses from effects such as <i>Bad Moon's</i> or <i>Giant Growth's</i> . For example, if <i>Broken Visage</i> targets a <i>Black</i>			
Shifting Wall counts as a Wall. Shifting Wall comes into play with X +1/+1 counters on it.				Transmogrifying Lcid counts as a Lcid. 1: ☙: Transmogrifying Lcid loses all abilities and becomes a creature enchantment that reads "Enchanted creature gets +1/+1 and counts as an artifact" instead of any other type of permanent. Move Transmogrifying Lcid onto target creature. You may pay 1 to end this effect. •If a Lcid targets itself, the effect turns the Lcid into a creature enchantment targeting itself. Because it is no longer a creature, the Lcid is then destroyed because its target is illegal. •If you play an enchantment-moving ability, like <i>Enchantment Alteration</i> , on a Lcid while it's an enchantment, the Lcid remains an enchantment—it doesn't change back to a creature and fall off. This is because the Lcid's enchantment status is a temporary effect, not a permanent change. Moving enchantments resets only permanent changes, not temporary ones.				Breach	Inst		2
Skull Catapult	Art		4	Umbilicus	Art		4	Target creature gets +2/+0 until end of turn. That creature cannot be blocked except by artifact creatures and black creatures this turn.			
1: ☙: Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.				During each player's upkeep, that player pays 2 life or returns a permanent he or she controls to owner's hand.				Breeding Pit	Ench		3
Skyshaper	Art		2	Urza's Armor	Art		6	During your upkeep, pay ☙☙☙ or sacrifice Breeding Pit. At the end of your turn, put a Thrull token into play. Treat this token as a 0/1 black creature.			
Sacrifice Skyshaper: All creatures you control gain flying until end of turn.				Whenever a source deals damage to you, that damage				Brink of Madness	Ench		2
Smokestack	Art		4	is reduced by 1.				During your upkeep, if you have no cards in hand, sacrifice Brink of Madness and target opponent discards his or her hand.			
During your upkeep, you may put a soot counter on Smokestack. During each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.				Urza's Avenger	AC	4/4	6	Broken Visage	Inst		4

Did You Notice?

Beginning with *Duelist #36*, we've lost something. I'll give you a hint. Go look at the cover to this very issue right now. No cheating! Go on, look at it.



OK, you're back. Give up?

We dropped the "The" from *Duelist*. I bet you didn't even notice.

BLACK

THE DUELIST ORACLE PLAYER'S GUIDE

Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost
<i>Knight (normally 2/2) while a Bad Moon is in play (making the Knight 3/3), the Visage token will be a 3/3 creature that in turn gets the Bad Moon bonus, so it will be 4/4. *Tokens enter play under the control of whoever controls the effect that produces them, so you get the Shadow token regardless of who controls the targeted creature.</i>				Culling the Weak	MS		☉	for each 1 damage dealt, but not more than the toughness of the creature or the life total of the player. Drain Life damages. *You decide how much ☉ to spend on dealing damage as you play the spell and spend the mana at that time. You can't change your mind later and deal more or less damage than that for which you originally paid.	Ench		☉☉	Gloom	Ench		☉☉
Brush with Death	Sorc		☉☉	Sacrifice a creature: Add ☉☉☉☉ to your mana pool.			EX	Dread of Night	Ench		☉	White spells cost an additional ☉ to play. Activated abilities requiring an activation cost of white enchantments cost an additional ☉ to play. *See Defense Grid for related rulings. *The effect applies only to the activation costs of enchantments, not to other costs such as upkeep costs.			5E
Buyback 2 ☉☉. Target opponent loses 2 life. You gain 2 life.				Cursed Flesh	EC		☉	All white creatures get -1/-1.			TE	Grave Pact	Ench		☉☉☉☉
Cackling Fiend	Su Zombie	2/1	☉☉☉	Enchanted creature gets -1/-1 and cannot be blocked except by artifact creatures and black creatures.			EX	Dregs of Sorrow	Sorc		☉☉☉	Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.			SH
When Cackling Fiend comes into play, each of your opponents chooses and discards a card.				Cursed Land	EL		☉☉☉	Destroy X target nonblack creatures. Draw X cards.			TE	Gravedigger	Su Zombie	2/2	☉☉☉
Cannibalize	Sorc		☉☉	During the upkeep of enchanted land's controller, Cursed Land deals 1 damage to him or her.			5E	Drudge Skeletons	Su Skeletons	1/1	☉☉	When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.			TE
Choose a player and two target creatures controlled by that player. Remove one of those creatures from the game and put two +1/+1 counters on the other.				Dark Banishing	Inst		☉☉	☉: Regenerate.			5E	Greater Werewolf	Su Lycanthrope	2/4	☉☉☉
Carnophage	Su Zombie	2/2	☉☉	Destroy target nonblack creature. That creature cannot be regenerated this turn.			TE	Dungeon Shade	Su Spirit	1/1	☉☉	At end of combat, put a -0/-2 counter on each creature blocking or blocked by Greater Werewolf. *This ability is played at end of combat rather than triggering when blockers are declared, so killing the Werewolf during combat will prevent its ability from being played.			5E
During your upkeep, pay 1 life or tap Carnophage.				Dark Hatching	Su Horror	3/3	☉☉☉	Look at target opponent's hand and choose a noncreature, nonland card there. That player discards that card.			US	Grollub	Su Beast	3/3	☉☉
Carrión Ants	Su Ants	0/1	☉☉☉	Flying. When Dark Hatching comes into play, destroy target nonblack creature. That creature cannot be regenerated this turn.			US	Duress	Sorc		☉☉	For each 1 damage dealt to Grollub, each opponent gains 1 life.			EX
☉: Carrión Ants gets +1/+1 until end of turn.				Dark Ritual	MS		☉☉☉☉	Enchanted creature gets +X/+0. *The value of X is set when the spell is cast and does not revert to zero when the enchantment is in play, even though ☉ in the casting cost becomes zero. Moving Endless Scream onto another creature doesn't change the value of X, but sacrificing it using a Faith Healer's ability will only give you 1 life.			TE	Hatred	Inst		☉☉☉☉
Carrión Beetles	Su Insects	1/1	☉☉	Add ☉☉☉ to your mana pool.			5E,TE,US	Endless Scream	EC		☉☉☉	Pay X life: Target creature gets +X/+0 until end of turn.			EX
2 ☉☉: Remove from the game up to three target cards in one graveyard.				Darkest Hour	Ench		US	Enchanted creature gets +X/+0. *The value of X is set when the spell is cast and does not revert to zero when the enchantment is in play, even though ☉ in the casting cost becomes zero. Moving Endless Scream onto another creature doesn't change the value of X, but sacrificing it using a Faith Healer's ability will only give you 1 life.			TE	Hecatomb	Ench		☉☉☉☉
Carriónette	Su Skeleton	1/1	☉☉	All creatures are black.			US	Enfeeblement	EC		☉☉	When Hecatomb comes into play, sacrifice four creatures or sacrifice Hecatomb. Tap a swamp you control: Hecatomb deals 1 damage to target creature or player. *If you control at least four creatures when Hecatomb's "comes into play" effect resolves, you may choose four of them and sacrifice them. If you decide not to or don't have enough creatures, Hecatomb is buried.			5E
2 ☉☉: Remove Carriónette and target creature from the game. That creature's controller may pay ☉ to counter this ability. Use this ability only if Carriónette is in your graveyard.				Darkling Stalker	Su Spirit	1/1	☉☉	Enchanted creature gets -2/-2.			TE	Hollow Dogs	Su Hounds	3/3	☉☉☉
Cat Burglar	Su Minion	2/2	☉☉☉	☉: Regenerate Darkling Stalker. ☉: Darkling Stalker gets +1/+1 until end of turn.			TE	Engineered Plague	Ench		☉☉	Whenever Hollow Dogs attacks, it gets +2/+0 until end of turn.			US
2 ☉☉: Target player chooses and discards a card. Play this ability as a sorcery.				Dauthi Horror	Su Beast	2/1	☉☉	When Engineered Plague comes into play, choose a creature type. All creatures of the chosen type get -1/-1.			UL	Howl from Beyond	Inst		☉☉☉
Cloak of Confusion	EC		☉☉	Shadow. Dauthi Horror cannot be blocked by white creatures.			TE	Entropic Specter	Su Spirit	*/*	☉☉☉☉	Target creature gets +X/+0 until end of turn.			5E
☉: Defending player discards a card at random. Enchanted creature deals no combat damage this turn. Use this ability only if enchanted creature is attacking and unblocked and only once each turn.				Dauthi Jackal	Su Hound	2/1	☉☉	Flying. Entropic Specter has power and toughness each equal to the number of cards in target opponent's hand. If Entropic Specter damages any player, that player chooses and discards a card.			EX	Ill-Gotten Gains	Sorc		☉☉☉☉
Clot Sliver	Su Sliver	1/1	☉☉☉	Shadow. ☉☉☉: Sacrifice Dauthi Jackal: Destroy target blocking creature.			EX	Erg Raiders	Su Raiders	2/3	☉☉	Remove Ill-Gotten Gains from the game. All players discard their hands, then each player puts up to three cards from his or her graveyard into his or her hand. *You may choose the cards just discarded as part of Ill-Gotten Gains' effect, since discarding your hand and choosing three cards from your graveyard are part of resolution and happen in that order.			US
Each Sliver gains "☉: Regenerate this creature."				Dauthi Marauder	Su Minion	3/1	☉☉	At the end of your turn, Erg Raiders deals 2 damage to you if it did not attack this turn. Ignore this effect if Erg Raiders has summoning sickness. *At the end of your turn, Erg Raiders checks to see whether it attacked that turn. If it didn't, then it damages you. The effect is ignored only if Erg Raiders has summoning sickness.			5E	Imps' Taunt	Inst		☉☉
Coercion	Sorc		☉☉	Shadow. ☉☉☉: Dauthi Mercenary gets +1/+0 until end of turn.			TE	Evil Eye of Orms-by-Gore	Su Evil Eye	3/6	☉☉☉	Buyback 3. Target creature attacks this turn if able.			TE
Look at target opponent's hand and choose one of those cards. That player discards that card.				Dauthi Mindripper	Su Minion	2/1	☉☉	☉: Add ☉ to your mana pool. If ☉ or more is spent in this way during one turn, sacrifice Initiates of the Ebon Hand in end of play. This ability is a mana source. *The mana spent to play this ability isn't simply changed from ☉ to ☉. The colorless mana is spent, and black mana is added to your pool.			5E	Initiates of the Ebon Hand	Su Clerics	1/1	☉☉
Coffin Queen	Su Wizard	1/1	☉☉☉	Shadow. Sacrifice Dauthi Mindripper: Defending player chooses and discards three cards. Use this ability only if Dauthi Mindripper is attacking and unblocked.			TE	Evincar's Justice	Sorc		☉☉☉☉	☉☉☉☉: Destroy target nonblack creature. Play this ability only if that creature's controller has at least two fewer creature cards in his or her graveyard than you have in yours.			EX
You may choose not to untap Coffin Queen during your untap phase. ☉☉☉: Choose target creature card in any graveyard and put that creature into play under your control. Remove the creature from the game if Coffin Queen becomes untapped or if you lose control of Coffin Queen. *Coffin Queen's second ability has two effects. First, it puts a creature card into play; this is a one-time effect. Second, it sets up an ongoing effect that tracks what happens to the Coffin Queen. If a creature put into play by Coffin Queen phases out, the ongoing effect that links the creature to the Coffin Queen's status will end. After it phases back in, it'll be unaffected by the Coffin Queen's status. *Remember that the creature doesn't actually depend on Coffin Queen to stay in play. Once the one-time effect mentioned above resolves, the creature is simply in play, just like any other creature. This means that it'll phase in and out normally, just as if it were a creature brought back into play by, say, Strands of Night.				Dauthi Slayer	Su Soldier	2/2	☉☉	Buyback 3. Evincar's Justice deals 2 damage to each creature and player.			TE	Kezzerdrix	Su Beast	4/4	☉☉☉☉
Commander Greven #Vec	Su Legend	7/5	☉☉☉☉☉	Shadow. Each turn, Dauthi Slayer attacks if able.			TE	Eviscerator	Su Horror	5/5	☉☉☉☉	First strike. During your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you.			TE
When Commander Greven #Vec comes into play, sacrifice a creature. Greven cannot be blocked except by artifact creatures and black creatures.				Dauthi Trapper	Su Minion	1/1	☉☉	Protection from white. When Eviscerator comes into play, lose 5 life.			US	Kjeldoran Dead	Su Dead	3/1	☉☉
Contamination	Ench		☉☉☉	☉☉: Target creature gains shadow until end of turn.			SH	Exhume	Sorc		☉☉	When Kjeldoran Dead comes into play, sacrifice a creature. ☉☉: Regenerate Kjeldoran Dead. *When Kjeldoran Dead's "comes into play" effect resolves, you choose and sacrifice a creature. If Kjeldoran Dead is your only creature in play at that time, you sacrifice it.			5E
During your upkeep, sacrifice a creature or sacrifice Contamination. Whenever a land is tapped for mana, it produces ☉ instead of its normal type and amount.				Dauthi Warlord	Su Soldier	*1	☉☉	Each player chooses a creature card in his or her graveyard and puts that creature into play.			US	Knight of Dusk	Su Knight	2/2	☉☉☉
Corpse Dance	Inst		☉☉	Shadow. Dauthi Warlord has power equal to the number of creatures with shadow in play.			EX	Expunge	Inst		☉☉	☉☉☉☉: Destroy target creature blocking Knight of Dusk.			TE
Buyback 2. Take the top creature card in your graveyard and put that creature into play. The creature is unaffected by summoning sickness this turn. Remove the creature from the game at end of turn.				Death Pits of Rath	Ench		☉☉☉☉	Destroy target nonartifact, nonblack creature. That creature cannot be regenerated this turn.			US	Knighthood of Stromgold	Su Knight	2/1	☉☉☉
Corrupt	Sorc		☉☉☉	Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.			TE	Fallen Angel	Su Angel	3/3	☉☉☉	Protection from white. ☉: Knight of Stromgold gains first strike until end of turn. ☉☉☉: Knight of Stromgold gets +1/+0 until end of turn.			5E
Corrupt deals 1 damage to target creature or player for each swamp you control. When Corrupt successfully deals damage to a creature or player, gain life equal to that damage.				Death Stroke	Sorc		☉☉	Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.			5E	Krovikan Fetish	EC		☉☉
Corrupting Lcid	Su Lcid	2/2	☉☉☉	Destroy target tapped creature.			SH	Fear	EC		☉☉	Draw a card at the beginning of the turn after Krovikan Fetish comes into play. Enchanted creature gets +1/+1.			5E
☉☉: Corrupting Lcid loses all abilities and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures" instead of a creature. Move Corrupting Lcid onto target creature. You may pay ☉ to end this effect. *See Transmogrifying Lcid for related rulings.				Death's Duet	Sorc		☉☉	Enchanted creature cannot be blocked except by artifact creatures and black creatures.			5E	Lab Rats	Sorc		☉☉
Crazed Skirge	Su Imp	2/2	☉☉☉	Return two target creature cards from your graveyard to your hand.			EX	Fevered Convulsions	Ench		☉☉☉	Buyback 4. Put a Rat token into play. Treat this token as a 1/1 black creature.			SH
Flying. Crazed Skirge is unaffected by summoning sickness.				Deathgrip	Ench		☉☉☉	2 ☉☉☉: Put a -1/-1 counter on target creature.			TE	Leeching Lcid	Su Lcid	1/1	☉☉☉
Crovax the Cursed	Su Legend	0/0	☉☉☉☉☉	☉☉☉☉: Counter target green spell. Play this ability as an interrupt.			5E	Flesh Reaver	Su Horror	4/4	☉☉☉	☉☉☉☉: Leeching Lcid loses all abilities and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Leeching Lcid deals 1 damage to that player" instead of any other type of permanent. Move Leeching Lcid onto target creature. You may pay ☉ to end this effect. *See Transmogrifying Lcid for related rulings.			TE
Crovax the Cursed counts as a Vampire. Crovax comes into play with four +1/+1 counters on it. During your upkeep, sacrifice a creature and put a +1/+1 counter on Crovax, or remove a +1/+1 counter from Crovax. ☉☉☉☉: Crovax gains flying until end of turn.				Derelor	Su Thrull	4/4	☉☉☉	Whenever Flesh Reaver successfully deals damage to a creature or opponent, Flesh Reaver deals an equal amount of damage to you.			US	Leshrac's Rite	EC		☉☉☉
Darkling Stalker	Su Spirit	1/1	☉☉	Your black spells cost an additional ☉ to play. *See Defense Grid for related rulings.			5E	Fog of Gnats	Su Insects	1/1	☉☉☉	Enchanted creature gets swampanwalk.			5E
☉: Regenerate Darkling Stalker. ☉: Darkling Stalker gets +1/+1 until end of turn.				Despondency	EC		☉☉	Flying. ☉: Regenerate Fog of Gnats.			5E	Living Death	Sorc		☉☉☉☉
Darkest Hour	Ench		☉☉☉☉	Enchanted creature gets -2/-0. When Despondency is put into a graveyard from play, return Despondency to owner's hand.			US	Foul Imp	Su Imp	2/2	☉☉☉	Remove from the game all creature cards in all graveyards. Then, put each creature that is in play into its			
All creatures are black.				Diabolic Edict	Inst		☉☉	Flying. When Foul Imp comes into play, lose 2 life.			SH				
Target player sacrifices a creature.				Diabolic Servitude	Ench		☉☉☉	Frozen Shade	Su Shade	0/1	☉☉				
When Diabolic Servitude comes into play, choose target creature card in your graveyard and put that creature into play. When the chosen creature is put into a graveyard, remove the creature from the game and return Diabolic Servitude to owner's hand. When Diabolic Servitude leaves play, remove the chosen creature from the game.				Discordant Dirge	Ench		☉☉☉☉	☉☉: +1/+1 until end of turn.			5E				
Discordant Dirge	Ench		☉☉☉☉	During your upkeep, you may put a verse counter on Discordant Dirge. ☉☉☉☉: Sacrifice Discordant Dirge: Look at target opponent's hand and choose up to X of those cards, where X is the number of verse counters on Discordant Dirge. That player discards those cards.			US	Fugue	Sorc		☉☉☉☉				
Buyback 3. Return target creature card from your graveyard to your hand.				Disturbed Burial	Sorc		☉☉☉	Funeral March	EC		☉☉☉☉				
Drain Life	Sorc		☉☉	Buyback 3. Return target creature card from your graveyard to your hand.			TE	☉☉☉☉: If enchanted creature leaves play, its controller sacrifices a creature.			5E				
☉☉: Drain Life deals X damage to target creature or player. Spend only black mana in this way. Gain 1 life				Druidic Ritual	MS		☉☉☉☉	Giant Cockroach	Su Insect	4/2	☉☉☉☉				

owner's graveyard. Then, take each creature card removed from the game with Living Death and put it into play under its owner's control. **TE**

Looming Shade Su Shade 1/1 2 1
Looming Shade gets +1/+1 until end of turn. **US**

Lord of the Pit Su Demon 7/7 4 4 4 4
Flying, trample. During your upkeep, sacrifice a creature other than Lord of the Pit. If you cannot, Lord of the Pit deals 7 damage to you. *This upkeep costs is mandatory. If you have any other creatures in play at the time you play Lord of the Pit's upkeep ability, you must sacrifice one of them. If you can't, Lord of the Pit deals 7 damage to you. This damage may be prevented normally—for example, with a CoP. *Because the sacrifice is a cost, you can sacrifice one Lord of the Pit to another, but you can't sacrifice two Lords of the Pit to each other. Paying one Lord's upkeep cost removes the other from play, thereby preventing you from paying the other's upkeep cost. **5E**

Lost Soul Su Lost Soul 2/1 1 1 1 1
Swampwalk. **5E**

Lurking Evil Ench 1 1 1 1
Pay half your life, rounded up: Lurking Evil becomes a 4/4 creature with flying that counts as a Horror. **US**

Lurking Skirge Ench 1 1 1
When a creature is put into one of your opponents' graveyards, if Lurking Skirge is an enchantment, Lurking Skirge becomes a 3/2 creature with flying that counts as an Imp. **UL**

Maddening Imp Su Imp 1/1 2 1
Flying. ☞: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat. **TE**

Mana Leech Su Worm 1/1 2 1
You may choose not to untap Mana Leech during your untap phase. ☞: Tap target land. As long as Mana Leech remains tapped, that land does not untap during its controller's untap phase. **US**

Marsh Lurker Su Beast 3/2 3 1
Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. **TE**

Megrim Ench 2 1 1 1
Whenever any opponent discards a card, Megrim deals 2 damage to him or her. **SH**

Mind Maggots Su Insects 2/2 3 1
When Mind Maggots comes into play, choose and discard any number of creature cards. For each card discarded this way, put two +1/+1 counters on Mind Maggots. **EX**

Mind Peel Sorc 1 1 1 1
Buyback 2 1 1. Target player chooses and discards a card. **SH**

Mind Ravel Sorc 2 1 1 1
Target player chooses and discards a card. Draw a card at the beginning of the next turn. *This spell doesn't fizzle if the target has no cards, so you'll draw your card regardless. **5E**

Mind Warp Sorc 3 3 1 1
Look at target player's hand. He or she discards X cards of your choice. **5E**

Mindstab Thrull Su Thrull 2/2 1 1 1 1
Sacrifice Mindstab Thrull: Defending player chooses and discards three cards. Use this ability only if Mindstab Thrull is attacking and unblocked. **5E**

Mindwarper Su Spirit 0/0 2 1 1 1
Mindwarper comes into play with +1/+1 counters on it. 2 1. Remove a +1/+1 counter from Mindwarper: Target player chooses and discards a card. Play this ability as a sorcery. **SH**

Mindwhip Sliver Su Sliver 2/2 2 1 1
Each Sliver gains "2". Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. **TE**

Minion of the Wastes Su Minion */* 3 1 1 1 1
Trample. When you play Minion of the Wastes, pay any amount of life. Minion of the Wastes has power and toughness each equal to that amount. *When Minion of the Wastes is about to come into play by any means other than being cast, you must choose an amount of life and pay it before Minion comes into play. **TE**

Mole Worms Su Worms 1/1 2 1 1
You may choose not to untap Mole Worms during your untap phase. ☞: Tap target land. As long as Mole Worms remains tapped, that land does not untap during its controller's untap phase. **5E**

Morgue Thrull Su Thrull 2/2 2 1 1
Sacrifice Morgue Thrull: Put the top three cards of your library into your graveyard. **SH**

Mortuary Ench 3 1 1 1
Whenever any creature is put into your graveyard from play, put that creature on top of your library. **SH**

Murk Dwellers Su Murk Dwellers 2/2 1 1
If Murk Dwellers attacks and is not blocked, it gets +2/+0 until end of turn. **5E**

Nausea Sorc 1 1 1 1
All creatures get -1/-1 until end of turn. **EX**

Necrite Su Thrull 2/2 1 1 1 1
Sacrifice Necrite: Destroy target creature defending player controls. That creature cannot be regenerated this turn. Use this ability only if Necrite is attacking and unblocked. **5E**

Necrologia Inst 3 1 1 1
Play Necrologia only during your discard phase. Pay X life: Draw X cards. **EX**

Necropotence Ench 4 1 1 1
Skip your draw phase. Whenever you discard a card, remove that card from the game. Pay 1 life: Remove the top card of your library from the game face down. At the beginning of your discard phase, put that card into your hand. *Necropotence doesn't cause you to skip your draw phase unless it's in play when the phase begins. For example, you may skip your draw phase for effects such as Pursuit of Knowledge's prior to when Necropotence would cause you to skip it. If another effect, such as the death of an Ivory Gargoyle, also causes you to skip that phase, you choose which effect actually causes you to skip it. If Necropotence's effect lets you skip the phase, you'll still have to skip one later for the other effects. *The activated ability removes cards from your library immediately, and puts them into your hand at the beginning of your next discard phase. The cards are put into your hand by Necropotence's effect, not by the card itself, so you'll get them even if it leaves play. *All cards you discard are removed from the game, even if you discard them to somewhere other than your graveyard. This includes cards that are discarded as a cost. **5E**

Nether Shadow Su Shadow 1/1 1 1
Nether Shadow is unaffected by summoning sickness. At the end of your upkeep, if Nether Shadow is in your graveyard with at least three creature cards above it, you may put Nether Shadow into play. *This is a phase ability rather than an activated ability so Nether Shadow may be returned to play only once each turn. **5E**

Nightmare Su Nightmare */* 5 1 1
Flying. Nightmare has power and toughness each equal to the number of swamps you control. **5E**

No Mercy Ench 2 1 1 1
Whenever a creature successfully deals damage to you, destroy it. **UL**

No Rest for the Wicked Ench 1 1 1 1
Sacrifice No Rest for the Wicked: Return to your hand all creature cards put into your graveyard from play this turn. **US**

Oath of Ghouls Ench 1 1 1 1
During each player's upkeep, if there are more creature cards in that player's graveyard than in target opponent's graveyard, the player may return target creature card from his or her graveyard to his or her hand. **EX**

Oppression Ench 1 1 1 1
Whenever a player successfully casts a spell, that player chooses and discards a card. **US**

Order of Yawgmoth Su Knight 2/2 2 1 1 1
Order of Yawgmoth cannot be blocked except by artifact creatures and black creatures. Whenever Order of Yawgmoth successfully deals damage to a player, that player chooses and discards a card. **US**

Ostracize Sorc 1 1 1 1
Look at target opponent's hand and choose a creature card there. That player discards that card. **UL**

Paralyze EC 1 1 1 1
If Paralyze comes into play, tap enchanted creature. Enchanted creature does not untap during its controller's untap phase. That player may pay an additional 4 during his or her upkeep to untap it. *Because the untap cost is paid during upkeep, it may be paid more than once each turn. Untap costs are cumulative, so two Paralyzes increase untap cost to 8. **5E**

Parasitic Bond EC 3 1 1 1
During the upkeep of enchanted creature's controller, Parasitic Bond deals 2 damage to that player. **US**

Perish Sorc 2 1 1 1
Destroy all green creatures. Those creatures cannot be regenerated this turn. **TE**

Persecute Sorc 2 1 1 1
Choose a color. Look at target player's hand. That player discards all cards of the chosen color. **US**

Pestilence Ench 2 1 1 1
At the end of any turn, if there are no creatures in play, sacrifice Pestilence. ☞: Pestilence deals 1 damage to each creature and player. *If another "at end of turn" ability is scheduled to produce a creature or to remove the last creature from play, you can choose whether or not to play it before Pestilence's ability. Effects that last until end of turn, such as animating a Mishra's Factory, end before Pestilence checks for creatures. **5E, US**

Phyrexian Broodlings Su Minions 2/2 1 1 1 1
1. Sacrifice a creature: Put a +1/+1 counter on Phyrexian Broodlings. **UL**

Phyrexian Debaser Su Carrier 2/2 3 1 1
Flying. ☞: Sacrifice Phyrexian Debaser: Target creature gets -2/-2 until end of turn. **UL**

Phyrexian Defiler Su Carrier 3/3 2 1 1 1
☞: Sacrifice Phyrexian Defiler: Target creature gets -3/-3 until end of turn. **UL**

Phyrexian Denouncer Su Carrier 1/1 1 1 1 1
☞: Sacrifice Phyrexian Denouncer: Target creature gets -1/-1 until end of turn. **UL**

Phyrexian Ghoul Su Zombie 2/2 2 1 1 1
Sacrifice a creature: Phyrexian Ghoul gets +2/+2 until end of turn. **US**

Phyrexian Plaguelord Su Carrier 4/4 3 1 1 1
☞: Sacrifice Phyrexian Plaguelord: Target creature gets -4/-4 until end of turn. Sacrifice a creature: Target creature gets -1/-1 until end of turn. **UL**



Rabid Rats Su Rats 1/1 1 1
☞: Target blocking creature gets -1/-1 until end of turn. **SH**

Rag Man Su Rag Man 2/1 2 1 1 1
☞: Look at target opponent's hand. That player discards a creature card at random. Use this ability only during your turn. **5E**

Rain of Filth Inst 1 1 1 1
Each land you control gains "Sacrifice this land: Add ☞ to your mana pool" until end of turn. *If a triggered effect such as Spreading Algae would cause one of your lands to be destroyed when tapped, the effect of Rain of Filth would allow you to sacrifice it in response, since this ability is played as a mana source. Rain of Filth, however, must already be in effect to use its ability. **US**

Rain of Tears Sorc 1 1 1 1
Destroy target land. **TE**

Raise Dead Sorc 1 1 1 1
Return target creature card in your graveyard to your hand. **5E**

Rank and File Su Zombies 3/3 2 1 1 1
When Rank and File comes into play, all green creatures get -1/-1 until end of turn. *This is a coming-into-play ability, and only affects green creatures currently in play. If additional green creatures enter play later that turn, they are not affected. **UL**

Rats of Rath Su Rats 2/1 1 1 1 1
☞: Destroy target artifact, creature, or land you control. **TE**

Ravenous Skirge Su Imp 1/1 2 1 1
Flying. Whenever Ravenous Skirge attacks, it gets +2/+0 until end of turn. **US**

Reanimate Sorc 1 1 1 1
Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost. **TE**

Reckless Spite Inst 1 1 1 1
Destroy two target nonblack creatures. Lose 5 life. **TE**

Reclusive Wight Su Minion 4/4 3 1 1
During your upkeep, if you control any other nonland permanents, sacrifice Reclusive Wight. **US**

Recurring Nightmare Ench 2 1 1 1
Sacrifice a creature, Return Recurring Nightmare to owner's hand: Put target creature card from your graveyard into play. Play this ability as a sorcery. **EX**

Reprocess Sorc 2 1 1 1
Sacrifice any number of artifacts, creatures, and/or lands and draw a card for each one sacrificed this way. **US**

Revenant Su Spirit */* 4 1 1
Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard. **SH**

Sadistic Glee EC 1 1 1 1
Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature. **TE**

Sanguine Guard Su Knight -2/2 1 1 1 1
First strike. 1 1: Regenerate Sanguine Guard. **US**

Sarcomancy Ench 1 1 1 1
When Sarcomancy comes into play, put a Zombie token into play. Treat this token as a 2/2 black creature. During your upkeep, if there are no Zombies in play, Sarcomancy deals 1 damage to you. **TE**

Scare Tactics Inst 1 1 1 1
All creatures you control get +1/+0 until end of turn. **EX**

Scathe Zombies Su Zombies 2/2 2 1 1 1
Flying. 1 1: Regenerate Screeching Harpy. **TE**

Screeching Harpy Su Beast 2/2 2 1 1 1
Flying. 1 1: Regenerate Screeching Harpy. **TE**

Sengir Autocrat Su Autocrat 2/2 3 1 1 1
When Sengir Autocrat comes into play, put three Serf tokens into play. Treat these tokens as 0/1 black creatures. If Sengir Autocrat leaves play, destroy all Serf tokens. *If Sengir Autocrat leaves play, it destroys all Serf tokens in play, not just the ones it created, regardless of who controls them. **5E**

Serpent Warrior Su Soldier 3/3 2 1 1 1
When Serpent Warrior comes into play, lose 3 life. **SH**

Servant of Volrath Su Minion 3/3 2 1 1 1
If Servant of Volrath leaves play, sacrifice a creature. **TE**

Sick and Tired Inst 2 1 1 1
Two target creatures each get -1/-1 until end of turn. **UL**

Sicken EC 1 1 1 1
Enchanted creature gets -1/-1. Cycling 2. **US**

Skeleton Scavengers Su Skeletons 0/0 2 1 1 1
Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay 1 for each +1/+1 counter on Skeleton Scavengers: Regenerate Skeleton Scavengers and put a +1/+1 counter on it. **SH**

Skirge Familiar Su Imp 3/2 4 1 1 1
Flying. Choose and discard a card: Add ☞ to your mana pool. Play this ability as a mana source. **US**

Dream Prowler Su Illusion 1/5 2 4 4
Dream Prowler is unblockable as long as no other creatures are attacking. SH

Drifting Djinn Su Djinn 5/5 1 4 4
Flying. During your upkeep, pay 1 or sacrifice Drifting Djinn. Cycling 2. US

Duplicity Ench 3 4 4
When Duplicity comes into play, remove the top five cards of your library from the game, face down. During your upkeep, you may exchange all the cards in your hand for all the cards removed from the game with Duplicity. At the end of your turn, choose and discard a card. If you lose control of Duplicity, put into owner's graveyard all cards removed from the game with Duplicity. TE

Enchantment Alteration Inst 4 4 4
Move target enchantment from one creature to another or from one land to another. US

Energy Field Ench 1 4 4
Prevent all damage dealt to you from sources you do not control. When a card is put into your graveyard, sacrifice Energy Field. US

Energy Flux Ench 2 4 4
All artifacts gain "During your upkeep, pay 2 or sacrifice this artifact." *This effect gives each artifact an upkeep cost. This means, for example, that you can't use an artifact's abilities until its upkeep cost is paid. It also means that you can't use an artifact's mana-producing abilities until its upkeep cost effect has resolved; for example, a Max Diamond can't be used to pay its own upkeep cost. 5E

Energate Inst 1 4 4
Tap target artifact, creature, or land. Draw a card at the beginning of the next turn. *This effect doesn't fizzle if the target is already tapped, so you still get the card. 5E

Ephemeron Su Illusion 4/4 4 4 4
Flying. Choose and discard a card: Return Ephemeron to owner's hand. EX

Equilibrium Ench 1 4 4
Whenever you successfully cast a creature spell, you may pay 1 to return target creature to owner's hand. EX

Ertai, Wizard Adept Su Legend 1/1 2 4 4
Ertai, Wizard Adept counts as a Wizard. 2 4 4, 4
Counter target spell. Play this ability as an interrupt. EX

Ertai's Meddling Intr 4 4 4
When target spell is successfully cast, put X delay counters on it. X cannot be 0. That spell does not end at the normal time. During each upkeep of that spell's caster, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves. *If a spell is targeted by more than one Ertai's Meddling, the spell will still only resolve once. The other Meddings will attempt to have the spell resolve, but their effects will be ignored, because a spell can resolve only once each time it's successfully cast. TE

Escaped Shapeshifter Su Shapeshifter 3/4 3 4 4
As long as your opponent controls any creatures with flying, Escaped Shapeshifter gains flying. The same is true for first strike, trample, and protection from any color. *When Escaped Shapeshifters check to see which abilities they copy, they evaluate everything that's in play, ignoring the presence of other Escaped Shapeshifters. They then gain abilities based on whether opposing creatures have them. Escaped Shapeshifters don't give each other abilities, much like Reflecting Pools don't enable each other to produce mana. Effects such as Radjan Spirit's can remove an Escaped Shapeshifter's copied abilities just as if the Shapeshifter had those abilities naturally. TE

Evacuation Inst 3 4 4
Return all creatures to owners' hands. SH

Exhaustion Sorc 2 4 4
Creatures and lands target opponent controls do not untap during his or her next untap phase. *Exhaustion affects the target opponent's next turn and all permanents he or she controls at that time, regardless of whether they were in play when Exhaustion resolved. US

Fade Away Sorc 2 4 4
For each creature, that creature's controller pays 1 or sacrifices a permanent. EX

Feedback EE 2 4 4
During the upkeep of enchanted enchantment's controller, Feedback deals 1 damage to him or her. 5E

Fighting Drake Su Drake 2/4 2 4 4
Flying. TE

Fleeting Image Su Illusion 2/1 2 4 4
Flying. 1 4 4: Return Fleeting Image to owner's hand. UL

Flight EC 4 4 4
Enchanted creature gains flying. 5E

Flood Ench 4 4 4
Tap target creature without flying. 5E

Fog Bank Su Wall 0/2 1 4 4
Flying. Fog Bank does not deal or receive combat damage. US

Forbid Intr 1 4 4
Buyback-Choose and discard two cards. Counter target spell. EX

Force Spike Intr 4 4 4
Counter target spell unless its caster pays an additional 1. 5E

Forget Sorc 4 4 4
Target player chooses and discards two cards, then draws as many cards as he or she discarded in this way. 5E

Frantic Search Inst 2 4 4
Draw two cards, then choose and discard two cards. Untap up to three lands. *See *Cloud of Fairies* for related rulings. UL

Fylamarid Su Beast 1/3 1 4 4
Flying. Fylamarid cannot be blocked by blue creatures. 4: Target creature is blue until end of turn. TE

Gaseous Form EC 2 4 4
Enchanted creature neither deals nor receives combat damage. 5E, TE

Giant Crab Su Crab 3/3 1 4 4
4: Until end of turn, Giant Crab cannot be the target of spells or abilities. TE

Gilded Drake Su Drake 3/3 1 4 4
Flying. When Gilded Drake comes into play, exchange control of Gilded Drake for target creature one of your opponents controls or sacrifice Gilded Drake. US

Glacial Wall Su Wall 0/7 2 4 4
5E

Gliding Lcid Su Lcid 2/2 2 4 4
4, 4: Gliding Lcid loses all abilities and becomes a creature enchantment that reads "Enchanted creature gains flying" instead of a creature. Move Gliding Lcid

Imaginary Pet Su Illusion 4/4 1 4 4
During your upkeep, if you have a card in hand, return Imaginary Pet to owner's hand. US

Insight Ench 2 4 4
Whenever target opponent successfully casts a green spell, draw a card. TE

Interdict Intr 1 4 4
Counter target artifact, creature, enchantment, or land ability requiring an activation cost. Activated abilities of that permanent cannot be played again this turn. Draw a card. UL

Intervene Intr 4 4 4
Counter target spell that targets a creature. *Intervene can counter spells that have more than one target, provided one of the targets is a creature. UL

Intruder Alarm Ench 2 4 4
Creatures do not untap during their controllers' untap phases. Whenever any creature comes into play, untap all creatures. SH

Intuition Inst 2 4 4
Search your library for any three cards and reveal them to an opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard. Shuffle your library afterwards. TE

Juxtapose Sorc 3 4 4
Exchange with target player control of the creature with the highest total casting cost that you each control. If two

Leviathan Su Leviathan 10/10 5 4 4 4 4
Trample. Leviathan comes into play tapped and does not untap during your untap phase. Each turn, Leviathan cannot attack unless you sacrifice two additional islands. Sacrifice two islands: Untap Leviathan. Use this ability only during your upkeep. 5E

Levitation Ench 2 4 4
All creatures you control gain flying. UL

Lifetap Ench 4 4 4
Whenever any forest target opponent controls becomes tapped, gain 1 life. *This ability triggers once for each and every forest the opponent controls that becomes tapped, regardless of when it was tapped. If more than one such forest becomes tapped at the same time, the ability triggers once for each. 5E

Lilting Refrain Ench 4 4 4
During your upkeep, you may put a verse counter on Lilting Refrain. Sacrifice Lilting Refrain: Counter target spell unless caster pays an additional 2, where X is the number of verse counters on Lilting Refrain. Play this ability as an interrupt. US

Lingering Mirage EL 1 4 4
Enchanted land is an island. Cycling 2. US

Lord of Atlantis Su Lord 2/2 4 4 4
All Merfolk get +1/+1 and gain islandwalk. *See *Zombie Master* for related rulings. 5E

Magical Hack Intr 4 4 4
Permanently change the text of target permanent or spell by replacing all instances of one basic land type with another. (For example, you may change "swampwalk" to "plainswalk." If this spell targets a permanent, play it as an instant.) *Because Magical Hack targets spells only when played as an interrupt and permanents only when played as an instant, it can't be Deflected from one type of target to the other. *When you play the spell, you choose two different basic land words; when this effect resolves, each instance of the first land word is changed to the second. Thus, if someone responds with another spell or ability that edits the text such that the first land word no longer appears on the card when this effect resolves, this effect will do nothing. Note that card names are never "land words" or "color words" so may not be edited. *This spell simply targets spells and permanents, not spells or permanents containing a land word. So, you can target a spell or permanent with no basic land words in its text. *There are only five basic land types: plains, island, swamp, mountain, and forest. This spell cannot add or delete the term "snow-covered." 5E

Magus of the Unseen Su Wizard 1/1 3 4 4
1 4 4, 4: Untap target artifact an opponent controls and gain control of it until end of turn. That artifact is unaffected by summoning sickness this turn. Tap artifact if you lose control of it at end of this turn. *This ability targets any artifact, so it will affect untapped artifacts normally. *The artifact becomes tapped if, and after, you lose control of it at end of turn. If you don't actually lose control of the artifact (for example, if the Magus's control effect is overridden by a later effect), the artifact doesn't become tapped. *The artifact is unaffected by summoning sickness this turn, even if it isn't a creature when you gain control of it. 5E

Mana Breach Ench 2 4 4
Whenever any player plays a spell, that player returns a land he or she controls to owner's hand. EX

Mana Leak Intr 1 4 4
Counter target spell unless its caster pays an additional 3. SH

Mana Severance Sorc 4 4 4
Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards. TE

Manta Riders Su Merfolk 1/1 4 4 4
4: Manta Riders gains flying until end of turn. TE

Mask of the Mimic Inst 4 4 4
Sacrifice a creature: Search your library for any copy of target creature card and put it into play. Shuffle your library afterwards. SH

Mawcor Su Beast 3/3 3 4 4
Flying. 4: Mawcor deals 1 damage to target creature or player. TE

Meditate Inst 2 4 4
Skip your next turn: Draw four cards. TE

Memory Lapse Intr 1 4 4
Counter target spell but put it on top of owner's library instead of in his or her graveyard. 5E

Merfolk Looter Su Merfolk 1/1 1 4 4
4: Draw a card, then choose and discard a card. EX

Merfolk of the Pearl Trident Su Merfolk 1/1 4 4 4
5E

Mind Bomb Sorc 4 4 4
Mind Bomb deals 3 damage to each player. Each player may choose and discard up to three cards to prevent an equal amount of damage to him or her from Mind Bomb. *This effect doesn't force anyone to discard, but simply provides an additional means of preventing the damage at the cost of discarding a card. Thus, the discards are considered to be voluntary. 5E

Who'Dat?

Squee, Goblin Cabin Hand, Interviews Mike Long

Squee: What good'r ya?

Mike: I just came in first at this year's Duelist Invitational. I won Pro-Tour Paris, Grand Prix-Washington DC, and came in second at the 1998 U.S. Nationals and the 1997 Duelist Invitational. I also run The End game center in Charlottesville, VA.

Squee: Ever hadda fav'rit toy?

Mike: I like to play with my Merfolk Beatdown deck.

Squee: Squee hate decks. Cleanin' decks is no fun. What's yer fav'rit bug?

Mike: Honeybee.

Squee: Mm. Two great tastes... Besides eatin' bugs, whatcha like doin'?

Mike: I used to wrestle in high school. Now I fight fires and hang out with my friends.



onto target creature. You may pay 4 to end this effect. *See *Transmogrifying Lcid* for related rulings. SH

Great Whale Su Whale 5/5 5 4 4
When Great Whale comes into play, if you've played Great Whale from your hand, untap up to seven lands. *See *Cloud of Fairies* for related rulings. US

Hammerhead Shark Su Fish 2/3 1 4 4
Hammerhead Shark cannot attack unless defending player controls any islands. SH

Hermetic Study EC 1 4 4
Enchanted creature gains "4: This creature deals 1 damage to target creature or player." US

Hesitation Ench 1 4 4
If any spell is played, counter that spell and sacrifice Hesitation. SH

Hibernation Inst 2 4 4
Return all green permanents to owners' hands. US

Homarid Warrior Su Homarid 3/3 4 4 4
4: Homarid Warrior cannot be the target of spells or abilities until end of turn and does not untap during your next untap phase. Tap Homarid Warrior. *Once its ability resolves, any earlier spells or abilities in the batch that targeted Homarid Warrior will fizzle, as it will be an invalid target by the time they resolve. *Tapping Homarid Warrior is part of the effect, not the cost, so you can play the ability if Homarid Warrior has summoning sickness or is already tapped. *Enchantments already in play are permanents, not spells or abilities, so this effect won't destroy enchantments already on Homarid Warrior. 5E

Horned Turtle Su Turtle 1/4 2 4 4
TE

Horseshoe Crab Su Crab 1/3 2 4 4
4: Untap Horseshoe Crab. US

Hurky's Recall Inst 1 4 4
Return to target player's hand all artifacts in play he or she owns. *It isn't important who controls the artifacts owned by the target player. 5E

Hydroblast Intr 4 4 4
Counter target spell if it is red, or destroy target permanent if it is red. (If this spell targets a permanent, play it as an instant.) *This is a modal spell that's played either to counter a spell or to destroy a permanent. If *Hydroblast* is played as an interrupt, it's targeting its only legal target (whatever it interrupts), and if it's played as an instant, it can target only permanents. Thus, you wouldn't be able to Deflect it from one type of target to another. 5E

or more creatures are tied for highest total casting cost creature a player controls, he or she chooses between them. Exchange control of artifacts in the same way. *This effect will attempt to swap creatures and then attempt to swap artifacts. Each exchange is made if possible, but failure of one doesn't restrict the other. *Note that the spell doesn't target the creatures and/or artifacts, so abilities such as protection don't make a creature immune to being swapped. *Creatures and artifacts aren't surveyed until it's time to exchange that type of permanent, so it's possible for an artifact creature to be exchanged twice: once when creatures are exchanged, and then again when artifacts are exchanged, even if its new controller didn't control any artifacts at the beginning of resolution. 5E

Keeper of the Mind Su Wizard 1/2 2 4 4
4, 4: Draw a card. Play this ability only if target opponent has at least two more cards in hand than you. EX

Killer Whale Su Whale 3/5 3 4 4
4: Killer Whale gains flying until end of turn. EX

King Crab Su Crab 4/5 4 4 4
1 4 4, 4: Put target green creature on top of owner's library. UL

Krovikan Sorcerer Su Wizard 1/1 2 4 4
4: Choose and discard a nonblack card: Draw a card. 4: Choose and discard a black card: Draw two cards, then choose and discard one of them. 5E

Labyrinth Minotaur Su Minotaur 1/4 3 4 4
If Labyrinth Minotaur blocks any creature, that creature does not untap during its controller's next untap phase. 5E

Launch EC 1 4 4
Enchanted creature gains flying. When Launch is put into a graveyard from play, return Launch to owner's hand. US

Leap Inst 4 4 4
Target creature gains flying until end of turn. Draw a card. SH

Legacy's Allure Ench 4 4 4
During your upkeep, you may put a treasure counter on Legacy's Allure. Sacrifice Legacy's Allure: Permanently gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure. TE

Legerdemain Sorc 2 4 4
Permanently exchange control of target artifact or creature for control of target permanent of the same type. TE

Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost				
Mind Games	Inst		SH	Ray of Command	Inst		SH	Second Chance	Ench		SH				
Buyback 2. Tap target artifact, creature, or land.				Untap target creature an opponent controls and gain control of it until end of turn. That creature is unaffected by summoning sickness this turn. If you lose control of the creature at end of this turn, tap it. *Ray of Command targets a creature, not a tapped creature, so it may steal a creature that's already untapped. *The creature becomes tapped only if you lose control of it at end of turn. It becomes tapped after you lose control of it and will have summoning sickness at that point.				During your upkeep, if you have 5 life or less, sacrifice Second Chance and take an extra turn after this one.				Each of your opponents plays with his or her hand revealed.			
Mind Over Matter	Ench		EX	Rebound	Intr		SH	Segovian Leviathan	Su Leviathan	3/3	5E	Thalaks Deceiver	Su Wizard	1/1	SH
Choose and discard a card: Tap or untap target artifact, creature, or land.				Target spell, which targets only a single player, targets another player of your choice instead.				Islandwalk.				Shadow. Sacrifice Thalaks Deceiver: Gain control of target creature permanently. Use this ability only if Thalaks Deceiver is attacking and unblocked.			
Mirozel	Su Illusion	2/3	EX	Rebuild	Inst		SH	Shadow Rift	Inst		TE	Thalaks Dream-sower	Su Wizard	1/1	SH
Flying. If Mirozel is the target of any spell or ability, return Mirozel to owner's hand.				Return all artifacts to owners' hands. Cycling 2.				Target creature gains shadow until end of turn. Draw a card.				Shadow. You may choose not to untap Thalaks Dream-sower during your untap phase. If Thalaks Dream-sower damages any opponent, tap target creature. As long as Thalaks Dream-sower remains tapped, that creature does not untap during its controller's untap phase.			
Miscalculation	Intr		UL	Recall	Sorc		SH	Shimmering Wings	EC		TE	Thalaks Drifters	Su Townfolk	3/3	SH
Counter target spell unless its caster pays an additional 2. Cycling 2.				Choose and discard X cards: Return X target cards in your graveyard to your hand. Remove Recall from the game. *Fizzling against one target doesn't cause other parts of the effect to fail, but fizzling against all targets does cause the nontargeted parts to fail. If some of Recall's targets are missing when it resolves, the rest are returned to your hand and Recall is removed from the game.				Enchanted creature gains flying. Return Shimmering Wings to owner's hand.				Choose and discard a card: Thalaks Drifters gains shadow until end of turn.			
Mnemonic Sliver	Su Sliver	2/2	TE	Recantation	Ench		SH	Silver Wyvern	Su Drake	4/3	SH	Thalaks Mistfolk	Su Illusion	2/1	SH
Each Sliver gains 2. Sacrifice this creature: Draw a card.				During your upkeep, you may put a verse counter on Recantation. Sacrifice Recantation: Return up to X target permanents to owner's hand, where X is the number of verse counters on Recantation.				Flying. Target spell or ability, which targets only Silver Wyvern, targets another creature of your choice instead. Play this ability as an interrupt.				Shadow. Put Thalaks Mistfolk on top of owner's library.			
Morphing	Su Shapeshifter	3/3	SH	Reef Pirates	Su Ships	2/2	SH	Skyskroud Condor	Su Bird	2/2	SH	Thalaks Scout	Su Soldier	2/1	SH
Untap Morphing. Morphing gains flying until end of turn. Morphing cannot be the target of spells or abilities until end of turn. Morphing gets +1/-1 until end of turn. Morphing gets -1/+1 until end of turn.				If Reef Pirates damages any opponent, put the top card of that player's library into his or her graveyard.				Flying. You cannot play Skyskroud Condor unless you have successfully cast another spell this turn.				Shadow. Choose and discard a card: Return Thalaks Scout to owner's hand.			
Oath of Scholars	Ench		EX	Reins of Power	Inst		SH	Sleight of Mind	Intr		SH	Thalaks Seer	Su Wizard	1/1	SH
During each player's upkeep, if that player has fewer cards in hand than target opponent, the player may discard his or her hand and draw three cards.				You and target opponent each untap and gain control of all creatures the other controls until end of turn. Those creatures are unaffected by summoning sickness this turn.				Change the text of target permanent or spell by replacing all instances of one color word with another. (For example, you may change "nongreen creature" to "nongreen creature.") If this spell targets a permanent, play it as an instant. *See Magical Hack for related rulings. *There are only five color words: white, blue, black, red, and green. "Colorless" isn't a color word.				Shadow. If Thalaks Seer leaves play, draw a card.			
Opportunity	Inst		UL	Remove Soul	Intr		SH	Slow Motion	EC		UL	Thalaks Sentry	Su Soldier	1/2	SH
Target player draws four cards.				Counter target summon spell. Artifact creature spells aren't summon spells, so Remove Soul can't target them.				During the upkeep of enchanted creature's controller, that player pays 2 or sacrifices that creature. When Slow Motion is put into a graveyard from play, return Slow Motion to owner's hand. *This ability does not add an upkeep cost to the creature's text. You may use that creature's abilities before paying 2, because it is not an upkeep cost of the creature.				Shadow.			
Palinchron	Su Illusion	4/5	SH	Rescind	Inst		SH	Snap	Inst		UL	Theft of Dreams	Sorc		EX
Flying. When Palinchron comes into play, if you've played Palinchron from your hand, untap up to seven lands. Return Palinchron to owner's hand. *See Cloud of Faeries for related rulings.				Return target permanent to owner's hand. Cycling 2.				Return target upkeep to owner's hand. Untap up to two lands. *See Cloud of Faeries for related rulings.				For each tapped creature target opponent controls, draw a card.			
Pendrell Drake	Su Drake	2/3	US	Rewind	Intr		SH	Somnophore	Su Illusion	2/2	SH	Thornwind Faeries	Su Faeries	1/1	SH
Flying. Cycling 2.				Counter target spell. Untap up to four lands. *See Cloud of Faeries for related rulings.				Flying. Whenever Somnophore successfully deals damage to a player, tap target creature that player controls. That creature does not untap during its controller's untap phase as long as Somnophore remains in play.				Flying. Thornwind Faeries deals 1 damage to target creature or player.			
Pendrell Flux	EC		US	Robe of Mirrors	EC		EX	Soul Barrier	Ench		SH	Tidal Surge	Sorc		SH
Enchanted creature gains "During your upkeep, pay this creature's casting cost or sacrifice it."				Enchanted creature cannot be the target of spells or abilities.				Whenever target opponent successfully casts a summon spell, Soul Barrier deals 2 damage to him or her. That player may pay 2 to prevent this damage. *This effect doesn't trigger until the summon spell is successfully cast. Creatures put directly into play won't trigger Soul Barrier.				Tap up to three target creatures without flying.			
Peregrine Drake	Su Drake	2/3	US	Rootwater Diver	Su Merfolk	1/1	TE	Spell Blast	Intr		SH	Tidal Warrior	Su Merfolk	1/1	SH
Flying. When Peregrine Drake comes into play, if you've played Peregrine Drake from your hand, untap up to five lands.				Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand.				Counter target spell with total casting cost equal to 2.				Target land is an island until end of turn.			
Phantasmal Forces	Su Phantasm	4/1	SH	Rootwater Hunter	Su Merfolk	1/1	TE	Spiridrift Drake	Su Drake	2/1	SH	Time Ebb	Sorc		SH
Flying. During your upkeep, pay or sacrifice Phantasmal Forces.				Rootwater Hunter deals 1 damage to target creature or player.				Flying. During your upkeep, pay or sacrifice Spiridrift Drake.				Put target creature on top of owner's library.			
Phantasmal Terrain	EL		SH	Rootwater Matriarch	Su Merfolk	2/3	SH	Spire Owl	Su Bird	1/1	SH	Time Elemental	O/D		SH
Enchanted land is a basic land type of your choice. *You may choose only one of the five basic land types: plains, island, swamp, mountain, or forest. Also, you choose the land type as you play Phantasmal Terrain, not when it comes into play.				Gain control of target creature as long as that creature has any enchantments on it.				Flying. When Spire Owl comes into play, look at the top four cards of your library and put them back in any order.				If Time Elemental attacks or blocks, it deals 5 damage to you and is sacrificed at end of combat. Return target permanent with no enchantments on it to owner's hand. *The first ability is played in its entirety at end of combat, rather than one part of it ("deals 5 damage to you") being played immediately and the other part ("is sacrificed") being played at end of combat.			
Phantom Monster	Su Phantasm	3/3	SH	Rootwater Mystic	Su Merfolk	1/1	EX	Stasis	Ench		SH	Time Spiral	Sorc		SH
Flying.				Look at the top card of target player's library.				Each player skips his or her untap phase. During your upkeep, pay or sacrifice Stasis. *Phasing occurs at the beginning of untap, so Stasis will shut down the phasing ability and stop anything that's phased out from phasing back in. A creature that's phased out doesn't stay phased out forever but phases back in the next time its controller gets an untap phase.				Remove Time Spiral from the game. Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands. *See Cloud of Faeries for related rulings.			
Pirate Ship	Su Ship	4/3	SH	Rootwater Shaman	Su Merfolk	2/2	SH	Steal Artifact	EA		SH	Time Warp	Sorc		SH
Islandhome. Pirate Ship deals 1 damage to target creature or player.				You may play creature enchantments whenever you could play instants.				Gain control of enchanted artifact. *You gain control of the artifact only as long as Steal Artifact is on it. This can be overridden normally by subsequent control effects.				Target player takes an extra turn after this one.			
Portent	Sorc		SH	Sandbar Merfolk	Su Merfolk	1/1	US	Steal Enchantment	EE		SH	Tinker	Sorc		SH
Look at the top three cards of target player's library, then shuffle that library or put those three cards back on top of it in any order. Draw a card at the beginning of the next turn. *If the target player's library has fewer than three cards, you simply look at what's left and choose whether to order those cards or to shuffle them.				Cycling 2.				Gain control of enchanted enchantment.				At the time you play Tinker, sacrifice an artifact. Search your library for an artifact card and put that artifact into play. Shuffle your library afterward.			
Power Sink	Intr		SH	Sandbar Serpent	Su Serpent	3/4	US	Stern Proctor	Su Wizard	1/2	SH	Tolarian Winds	Inst		SH
Counter target spell unless that spell's caster pays an additional 2. If he or she does not, tap all mana-producing lands that player controls and remove all mana from his or her mana pool. *See Drain Power for rulings related to forcing lands to be tapped for mana. *Power Sink ignores lands whose mana can't be used to pay for Power Sink, such as Mishra's Workshop, and lands that can't produce mana at all.				Cycling 2.				When Stern Proctor comes into play, return target artifact or enchantment to owner's hand.				Discard your hand, then draw that many cards.			
Power Taint	EE		SH	School of Piranha	Su Fish	3/3	EX	Stinging Licid	Su Licid	1/1	SH	Tradewind Rider	Su Spirit	1/4	SH
During the upkeep of enchanted enchantment's controller, that player pays 2 or loses 2 life. Cycling 2.				During your upkeep, pay 1 or sacrifice School of Piranha.				1. Stinging Licid loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Licid deals 2 damage to that creature's controller" instead of any other type of permanent. Move Stinging Licid onto target creature. You may pay 2 to end this effect. *See Transmogrifying Licid for related rulings.				Flying. Tap two creatures you control: Return target permanent to owner's hand.			
Preognition	Ench		SH	Scrivener	Su Townfolk	2/2	EX	Stasis	Ench		SH	Treasure Trove	Ench		SH
During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.				When Scrivener comes into play, you may return target instant or interrupt card from your graveyard to your hand.				Each player skips his or her untap phase. During your upkeep, pay or sacrifice Stasis. *Phasing occurs at the beginning of untap, so Stasis will shut down the phasing ability and stop anything that's phased out from phasing back in. A creature that's phased out doesn't stay phased out forever but phases back in the next time its controller gets an untap phase.				Draw a card.			
Prodigal Sorcerer	Su Wizard	1/1	SH	Sea Monster	Su Serpent	6/6	SH	Steal Artifact	EA		SH	Turnabout	Inst		SH
Prodigal Sorcerer deals 1 damage to target creature or player.				Sea Monster cannot attack unless defending player controls any islands.				Gain control of enchanted artifact. *You gain control of the artifact only as long as Steal Artifact is on it. This can be overridden normally by subsequent control effects.				Tap or untap all artifacts, creatures, or lands target player controls.			
Propaganda	Ench		SH	Sea Serpent	Su Serpent	5/5	SH	Stern Proctor	Su Wizard	1/2	SH	Twiddle	Inst		SH
Each turn, each creature cannot attack you unless its controller pays an additional 2 for that creature.				Islandhome.				When Stern Proctor comes into play, return target artifact or enchantment to owner's hand.				Tap or untap target artifact, creature, or land. *Twiddle doesn't prevent the target's controller from using the target; it forces him or her to use the target now, or not at all. *Abilities that trigger when the target becomes tapped (or untapped) trigger normally. *This is a modal spell that's played either to tap or to untap its target; it doesn't simply toggle the target when it resolves. It can be deflected from one type of permanent to another, but that won't change whether the target is to be tapped or untapped.			
Psychic Venom	EL		SH	Sea Spirit	Su Spirit	2/3	SH	Stinging Licid	Su Licid	1/1	SH	Unstable Mutation	EC		SH
Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller.				Sea Spirit gets +1/+0 until end of turn.				Gain control of enchanted enchantment.				Enchanted creature gets +3/+3. During its controller's upkeep, put a -1/-1 counter on enchanted creature.			
Ransack	Sorc		SH	Sea Sprite	Su Faerie	1/1	SH	Stinging Licid	Su Licid	1/1	SH	Unstable Shapeshifter	Su Shapeshifter	0/1	SH
Look at the top five cards of target player's library. Put any number of those cards on the bottom of that player's library in any order and the rest on top of the player's library in any order.				Flying, protection from red.				1. Stinging Licid loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Licid deals 2 damage to that creature's controller" instead of any other type of permanent. Move Stinging Licid onto target creature. You may pay 2 to end this effect. *See Transmogrifying Licid for related rulings.				Whenever any creature card or creature token comes into play, Unstable Shapeshifter becomes a copy of that card or token and gains this ability.			
Raven Familiar	Su Bird	1/2	SH	Seasinger	Su Merfolk	0/1	SH	Stroke of Genius	Inst		SH	Unsummon	Inst		SH
Flying; Echo. When Raven Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.				If you control no islands, sacrifice Seasinger. You may choose not to untap Seasinger during your untap phase. Gain control of target creature whose controller controls any islands as long as you control Seasinger and Seasinger remains tapped.				Target player draws X cards.				Return target creature to owner's hand.			

Veil of Birds Ench 1
When one of your opponents successfully casts a spell, if Veil of Birds is an enchantment, Veil of Birds becomes a 1/1 creature with flying that counts as a Bird. • *Veil of Birds is triggered by the successful casting of any spell by an opponent. Disenchant may successfully target Veil of Birds, but before Disenchant resolves and the enchantment would be destroyed, it ceases being an enchantment and becomes a creature instead.* US

Veiled Apparition Ench 1
When one of your opponents successfully casts a spell, if Veiled Apparition is an enchantment, Veiled Apparition becomes a 3/3 creature with flying and "During your upkeep, pay 1 or sacrifice Veiled Apparition" and that counts as an Illusion. • *See Veil of Birds for related rulings.* US

Veiled Crocodile Ench 2
When a player has no cards in hand, if Veiled Crocodile is an enchantment, Veiled Crocodile becomes a 4/4 creature that counts as a Crocodile. • *Veiled Crocodile will "awaken" if any player's hand becomes empty even momentarily, such as while resolving Scroll Rack's ability if a player exchanges their entire hand. Veiled Crocodile does not become a creature, however, until the event that empties that player's hand resolves completely.* US

Veiled Sentry Ench 1
When one of your opponents successfully casts a spell, if Veiled Sentry is an enchantment, Veiled Sentry becomes a creature with power and toughness each equal to the total casting cost of that spell and that counts as an Illusion. • *See Veil of Birds for related rulings.* US

Veiled Serpent Ench 2
When one of your opponents successfully casts a spell, if Veiled Serpent is an enchantment, Veiled Serpent becomes a 4/4 creature that cannot attack unless defending player controls an island and that counts as a Serpent. Cycling 2. • *See Veil of Birds for related rulings.* US

Vigilant Drake Su Drake 3/3
Flying. 2. • Untap Vigilant Drake. UL

Vodalian Soldiers Su Merfolk 1/2
Flying. 1. 5E

Volrath's Curse EC 1
Enchanted creature cannot attack, block, or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn. 1. • Return Volrath's Curse to owner's hand. TE

Volrath's Shapeshifter Su Shapeshifter 0/1
As long as the top card of your graveyard is a creature card, Volrath's Shapeshifter is a copy of that card with this ability and the ability "2. Choose and discard a card" added to it. Any undefined characteristics are not copied. 2. Choose and discard a card SH

Walking Dream Su Illusion 3/3
Walking Dream is unblockable. Walking Dream does not untap during your untap phase if any opponent controls two or more creatures. SH

Walking Sponge Su Sponge 1/1
Target creature loses flying, first strike, or trample until end of turn. • *Walking Sponge can remove only one ability. If the target has any combination of flying, first strike, and trample, Walking Sponge's controller chooses which one of these abilities the target loses.* UL

Wall of Air Su Wall 1/5
Flying. 5E

Wall of Tears Su Wall 0/4
If Wall of Tears blocks any creatures, return each of those creatures to owner's hand at end of combat. SH

Wayward Soul Su Spirit 3/2
Flying. • Put Wayward Soul on top of owner's library. EX

Weatherseed Faeries Su Faeries 2/1
Flying, protection from red. UL

Whim of Volrath Inst 1
Buyback 2. Change the text of target permanent by replacing all instances of one color word or basic land type with another until end of turn. • *See Magical Hack for related rulings.* TE

Whiptongue Frog Su Frog 1/3
Whiptongue Frog gains flying until end of turn. EX

Whispers of the Muse Inst
Buyback 5. Draw a card. TE

Wind Dancer Su Faerie 1/1
Flying. • Target creature gains flying until end of turn. TE

Wind Drake Su Drake 2/2
Flying. TE

Wind Spirit Su Spirit 3/2
Flying. Wind Spirit cannot be blocked by only one creature. 5E

Windfall Sorc
Each player discards his or her hand and draws cards equal to the greatest number a player discarded this way. • *See Banned & Restricted p. 113.* US

Winged Sliver Su Sliver 1/1
All Slivers gain flying. TE

Wizard Mentor Su Wizard 2/2
Return Wizard Mentor and target creature you control to owner's hand. US

Zephid Su Illusion 3/4
Flying. Zephid cannot be the target of spells or abilities. US

Zephid's Embrace EC 2
Enchanted creature gets +2/+2, gains flying, and cannot be the target of spells or abilities. US

Zephyr Falcon Su Falcon 1/1
Flying. Attacking does not cause Zephyr Falcon to tap. 5E

Zur's Weirding Ench 3
Players play with their hands face up. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. • *This ability will trigger during each card-drawing event and will be played right after that event. This means that it often will be played in the middle of an effect's overall resolution, between separate events of that resolution. • This is a forced discard, so Library of Leng and so forth apply.* 5E

GOLD

Acidic Sliver Su Sliver 2/2
Each Sliver gains "2. Sacrifice this creature: This creature deals 2 damage to target creature or player." SH

Crystalline Sliver Su Sliver 2/2
Slivers cannot be the target of spells or abilities. SH

Style Files

"The suit is energized by a time stabilizing fluid, circulated by a maze of tubes winding throughout the armor. If the liquid were too freeflowing, the wearer of the suit would freeze where he or she stood in time."

— Urza's Legacy Style Guide



Dracoplasm Su Shapeshifter 1/1
Flying. When you play Dracoplasm, sacrifice any number of creatures. Dracoplasm comes into play with power equal to the total power of the sacrificed creatures and toughness equal to the total toughness of those creatures. • Dracoplasm gets +1/+0 until end of turn. TE

Hibernation Sliver Su Sliver 2/2
Each Sliver gains "2. Pay 2 life: Return this creature to owner's hand." SH

Libotomy Sor 2
Look at target player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand, and library for all copies of the chosen card and remove them from the game. That player shuffles his or her library afterwards. TE

Ranger en-Vec Su Soldier 2/2
First strike. • Regenerate Ranger en-Vec. TE

Segmented Wurm Su Wurm 5/5
Whenever Segmented Wurm is the target of a spell or ability, put a -1/-1 counter on it. TE

Selenia Dark Angel Su Legend 3/3
Flying. Selenia, Dark Angel counts as an Angel. Pay 2 life: Return Selenia to owner's hand. TE

Sky Spirit Su Spirit 2/2
Flying, first strike. TE

Sliver Queen Su Legend 7/7
Sliver Queen counts as a Sliver. 2. Put a Sliver token into play. Treat this token as a 1/1 colorless creature. SH

Soltari Guerrillas Su Soldiers 3/2
Shadow. If Soltari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature. TE

Spined Sliver Su Sliver 2/2
If any Sliver is blocked, it gets +1/+1 until end of turn for each creature blocking it. SH

Spontaneous Combustion Inst 1
Sacrifice a creature: Spontaneous Combustion deals 3 damage to each creature. TE

Vhati Ji-Dai Su Legend 3/3
Target creature's power or toughness is 1 until end of turn. TE

Virtual Sliver Su Sliver 2/2
Each Sliver gains "2. Sacrifice this creature: Gain 4 life." SH

Wood Sage Su Druid 1/1
Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyard. TE

Abundance Ench 2
Instead of drawing a card, you may choose land or non-land and reveal cards from your library until you reveal a card of the chosen kind. Put that card into your hand and put all other revealed cards on the bottom of your library in any order. US

GREEN

Acridian Su Insect 2/4
Echo. US

Albino Troll Su Troll 3/3
Echo. 1. • Regenerate Albino Troll. US

Aluren Ench 2
Any player may play a creature card with total casting cost 3 or less whenever he or she could play an instant and without paying its casting cost. TE

Anaconda Su Snake 3/3
Swampwalk. US

An-Hawa Constable Su Constable 2/1+*
An-Hawa Constable has toughness equal to 1 plus the number of green creatures in play. 5E

Apes of Rath Su Apes 5/4
If Apes of Rath attacks, it does not untap during your next untap phase. TE

Blotted Toad Su Toad 2/2
Protection from blue. UL

Broken Fall Ench 2
Return Broken Fall to owner's hand: Regenerate target creature. TE

Bull Hippo Su Hippo 3/3
Islandwalk. US

Burgeonig Ench 2
Whenever any opponent plays a land, you may choose a land card from your hand and put it into play. SH

Canopy Spider Su Spider 1/3
Canopy Spider can block creatures with flying. TE

Carapace EC
Enchanted creature gets +0/+2. Sacrifice Carapace: Regenerate enchanted creature. 5E

Carnassid Su Beast 5/4
Trample. 1. • Regenerate Carnassid. SH

Carpet of Flowers Ench 2
During your main phase, you may add up to X mana of one color to your mana pool, where X is the number of islands target opponent controls. US

Cartographer Su Townsfolk 2/2
When Cartographer comes into play, you may return target land card from your graveyard to your hand. EX

Cart Warriors Su Cat Warriors 2/2
Forestwalk. 5E

Cave Tiger Su Cat 2/2
Whenever a creature blocks it, Cave Tiger gets +1/+1 until end of turn. US

Charging Rhino Su Rhino 4/4
Charging Rhino cannot be blocked by more than one creature. TE

Child of Gaea Su Elemental 7/7
Trample. During your upkeep, pay or sacrifice Child of Gaea. 1. • Regenerate Child of Gaea. US

Choke Ench 2
Islands do not untap during their controllers' untap phases. TE

Chub Toad Su Toad 1/1
If Chub Toad blocks or is blocked, it gets +2/+2 until end of turn. 5E

Citanul Centaurs Su Centaurs 6/3
Echo. Citanul Centaurs cannot be the target of spells or abilities. US

Citanul Hierophants Su Druids 3/2
Each creature you control gains "Add to your mana pool. Play this ability as a mana source." US

Cockatrice Su Cockatrice 2/4
Flying. If Cockatrice blocks or is blocked by any non-Wall creature, destroy that creature at end of combat. • *You can play triggered abilities even if the source leaves play after the ability triggers but before it resolves. So killing the Cockatrice once its ability has triggered won't save a creature scheduled to be destroyed. • Regenerating a creature doesn't cancel abilities that are scheduled to apply to it, so a creature that regenerates from combat damage would still be destroyed, though it could regenerate again. • This ability isn't targeted, so abilities such as protection from green don't prevent the effect.* 5E

Constant Mists Inst 1
Buyback—Sacrifice a land. Creatures deal no combat damage this turn. SH

Cradle Guard Su Treefolk 4/4
Trample, echo. US

Crashing Boars Su Boars 4/4
If Crashing Boars attacks, defending player chooses an untapped creature he or she controls. That creature blocks Crashing Boars this turn if able. EX

Crow Giant Su Giant 6/4
Trample, rampage: 2. 5E

Craw Wurm Su Wurm 6/4
5E

Crazed Armadon Su Elephant 3/3
Crazed Armadon gets +3/+0 and gains trample until end of turn. At end of turn, destroy Crazed Armadon. Use this ability only once each turn. TE

Crop Rotation Inst
At the time you play Crop Rotation, sacrifice a land. Search your library for a land card and put that land into play. Shuffle your library afterward. UL

Crossbow Ambush Inst
All creatures you control can block creatures with flying until end of turn. SH

Crosswinds Ench 1
All creatures with flying get -2/-0. US

Crumble Inst
Destroy target artifact. That artifact's controller gains an amount of life equal to its total casting cost. Creatures destroyed this way cannot regenerate this turn. 5E

Darkwatch Elves Su Elves 2/2
Protection from black. UL

Defense of the Heart Ench 3
During your upkeep, if one of your opponents controls three or more creatures, sacrifice Defense of the

Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost
Heart, search your library for up to two creature cards, and put those creatures into play. Shuffle your library afterward.				Fyndhorn Elder	Su Elf	1/1	2	During your upkeep, pay ☉ or bury Hungry Mist.	Sorc		5E	Might of Oaks	Inst		3
Deranged Hermit	Su Elf	1/1	3	☉: Add ☉ to your mana pool. Play this ability as a mana source.	Sorc		2	Hurricane	Sorc		5E	Target creature gets +7/+7 until end of turn.	UL		
Echo. When Deranged Hermit comes into play, put four Squirrel tokens into play. Treat these tokens as 1/1 green creatures. All Squirrels get +1/+1.	UL			Gaea's Bounty	Sorc		2	Hurricane deals X damage to each creature with flying and each player.			5E	Mirri, Cat Warrior	Su Legend	2/3	1
Desert Twister	Sorc		4	Search your library for up to two forest cards, reveal them, and put them into your hand. Shuffle your library afterward.	US			Hush	Sorc		3	Mirri, Cat Warrior counts as a Cat Warrior. First strike; forestwalk. Attacking does not cause Mirri to tap.	EX		
Destroy target permanent.	5E			Gaea's Embrace	EC		2	Destroy all enchantments. Cycling 2.	US			Mirri's Guile	Ench		
Dirtcow Wurm	Su Wurm	3/4	4	Enchanted creature gets +3/+3 and gains trample.	US			Instill Energy	EC		3	During your upkeep, you may look at the top three cards of your library and put them back in any order.	TE		
Whenever any opponent plays a land, put a +1/+1 counter on Dirtcow Wurm.	TE			Regenerate enchanted creature.	US			Enchanted creature is unaffected by summoning sickness.			3	Mongrel Pack	Su Hounds	4/1	3
Durkwood Boars	Su Boars	4/4	4	Gang of Elk	Su Beasts	5/4	5	☉: Untap enchanted creature. Use this ability only during your turn and only once each turn.			3	If Mongrel Pack is put into any graveyard from play during combat, put four Hound tokens into play. Treat these tokens as 1/1 green creatures.	TE		
	5E			Whenever a creature blocks it, Gang of Elk gets +2/+2 until end of turn.	UL			Ironroot Treefolk	Su Treefolk	3/5	4	Mulch	Sorc		1
Earthcraft	Ench		1	Ghazban Ogre	Su Ogre	2/2	2	During your upkeep, if a player has more life than any other, he or she gains control of Ghazban Ogre. *This ability is played as an instant, doesn't count life totals until it resolves, and overrides previous control effects. *If there's a tie for highest life total when the effect resolves, the Ogre's controller doesn't change.	5E			Reveal the top four cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.	SH		
Tap an untapped creature you control: Untap target basic land.	TE			Target creature gets +3/+3 until end of turn.	5E			Jackalope Herd	Su Beasts	4/5	3	Multani, Maro-Sorcerer	Su Legend	*/*	4
Eladamri, Lord of Leaves	Su Legend	2/2	2	Giant Growth	Inst			If you play any spell, return Jackalope Herd to owner's hand.	EX			Multani, Maro-Sorcerer has power and toughness each equal to the total number of cards in all players' hands. Multani cannot be the target of spells or abilities.	UL		
All Elves gain forestwalk. Elves cannot be the target of spells or abilities.	TE			Giant creature gets +3/+3 until end of turn.	5E			Johtuil Wurm	Su Wurm	6/6	5	Multani's Acolyte	Su Elf	2/1	2
Eladamri's Vineyard	Ench		2	Giant Spider	Su Spider	2/4	3	For each creature assigned to block it beyond the first, Johtuil Wurm gets -2/-1 until end of turn.	5E			Echo. When Multani's Acolyte comes into play, draw a card.	UL		
At the beginning of each player's main phase, add ☉ to that player's mana pool.	TE			Giant Spider can block creatures with flying.	5E			Keeper of the Beasts	Su Wizard	1/2	2	Multani's Presence	Ench		
Elder Druid	Su Cleric	2/2	3	Gorilla Warrior	Su Ape	3/2	2	☉: Put a Beast token into play. Treat this token as a 2/2 green creature. Play this ability only if target opponent controls more creatures than you.	EX			Whenever a spell you play is countered, draw a card.	UL		
☉, ☉ Tap or untap target artifact, creature, or land.	5E			Greater Good	Ench		2	Killer Bees	Su Bees	0/1	1	Muscle Sliver	Su Sliver	1/1	1
Elven Palisade	Ench		2	Sacrifice a creature: Draw cards equal to the sacrificed creature's power, then choose and discard three cards.	US			Flying. ☉: Killer Bees gets +1/+1 until end of turn.	5E			All Slivers get +1/+1.	TE		
Sacrifice a forest: Target attacking creature gets -3/-0 until end of turn.	EX			Greener Pastures	Ench		2	Krakilin	Su Beast	0/0	X	Natural Spring	Sorc		3
Elven Riders	Su Riders	3/3	3	During each player's upkeep, if that player controls more lands than any other, the player puts a Saproling token into play under his or her control. Treat this token as a 1/1 green creature.	US			1 ☉: Regenerate Krakilin.	TE			Target player gains 8 life.	TE		
Elven Riders cannot be blocked except by Walls or creatures with flying.	5E			Grizzly Bears	Su Bears	2/2	1	Ley Druid	Su Cleric	1/1	2	Nature's Lore	Sorc		1
Elven Rite	Sorc		1	Return all enchantments to top of owners' libraries.	UL			☉: Untap target land.	5E			Search your library for a forest card and put that card into play. Shuffle your library afterwards. *Nature's Lore isn't restricted to basic forests. You can search for and play any land that counts as a forest.	5E		
Put two +1/+1 counters, distributed any way you choose, on any number of target creatures.	SH			Harmonic Convergence	Inst		2	Lhurgoyf	Su Lhurgoyf	*1/+*	2	Nature's Revolt	Ench		3
Elven Warhounds	Su Hounds	2/2	3	Return all enchantments to top of owners' libraries.	UL			Lhurgoyf has power equal to the number of creature cards in all graveyards and toughness equal to 1 plus the number of creature cards in all graveyards.	5E			All lands are 2/2 creatures. (These creatures still count as lands.)	TE		
If Elven Warhounds is blocked by any creature, put that creature on top of owner's library.	TE			Harrow	Inst		2	Lifeorce	Ench		2	Needle Storm	Sorc		2
Elvish Archers	Su Elves	2/1	1	Sacrifice a land: Search your library for up to two basic land cards and put those lands into play. Shuffle your library afterwards.	TE			☉: Counter target black spell. Play this ability as an interrupt.	5E			Needle Storm deals 4 damage to each creature with flying.	TE		
First strike.	5E			Hawkeater Moth	Su Insect	1/2	3	Living Artifact	EA			Nurturing Lucid	Su Lucid	1/1	1
Elvish Berserker	Su Elf	1/1	2	Flying. Hawkeater Moth cannot be the target of spells or abilities.	US			For each 1 damage dealt to you, put a vitality counter on Living Artifact. Remove a vitality counter from Living Artifact: Gain 1 life. Use this ability only during your upkeep and only once each turn. *The counters are placed on the enchantment, not on the artifact. Therefore, multiple copies of Living Artifact don't share counters, though each copy will get the full number of counters whenever you're damaged. *Remember that enchantments moved around by Enchantment Alteration and such are treated as being just played, so a Living Artifact that's moved in this way loses its counters.	5E			☉: Nurturing Lucid loses all abilities and becomes a creature enchantment that reads "Regenerate enchanted creature" instead of any other type of permanent. Move Nurturing Lucid onto target creature. You may pay ☉ to end this effect. *See Transmogrifying Lucid for related rulings.	TE		
For each creature that blocks it, Elvish Berserker gets +1/+1 until end of turn.	EX			Heartwood Dryad	Su Dryad	2/1	1	Lone Druid	Su Cleric	1/1	2	Oath of Druids	Ench		1
Elvish Fury	Inst		2	Heartwood Dryad can block creatures with shadow.	TE			☉: Untap target land.	5E			During each player's upkeep, if that player controls fewer creatures than target opponent, the player may reveal cards from his or her library until he or she reveals a creature card. The player puts that creature into play under his or her control and all other revealed cards into his or her graveyard.	EX		
Buyback 4. Target creature gets +2/+2 until end of turn.	TE			Heartwood Giant	Su Giant	4/4	3	Lhurgoyf	Su Lhurgoyf	*1/+*	2	Overgrowth	EL		2
Elvish Herder	Su Elf	1/1	2	☉, Sacrifice a forest: Heartwood Giant deals 2 damage to target player.	TE			Lhurgoyf has power equal to the number of creature cards in all graveyards and toughness equal to 1 plus the number of creature cards in all graveyards.	5E			Whenever enchanted land is tapped for mana, it produces an additional ☉.	SH		
☉: Target creature gains trample until end of turn.	US			Heartwood Treefolk	Su Treefolk	3/4	2	Living Lands	Ench		3	Overrun	Sorc		2
Elvish Lyrmist	Su Elf	1/1	2	Forestwalk.	TE			All forests are 1/1 creatures. (These creatures still count as lands.) *Note that animating the forests doesn't change their color. *Living Land's ability affects all forests, regardless of who controls them and regardless of whether they also count as another land type.	5E			All creatures you control get +3/+3 and gain trample until end of turn.	TE		
☉, ☉, Sacrifice Elvish Lyrmist: Destroy target enchantment.	US			Hermit Druid	Su Druid	1/1	1	Llanowar Elves	Su Elves	1/1	1	Pincher Beetles	Su Insects	3/1	2
Endangered Armodon	Su Elephant	4/5	2	☉, ☉: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.	SH			☉: Add ☉ to your mana pool. Play this ability as a mana source.	5E			Pincher Beetles cannot be the target of spells or abilities.	TE		
If you control any creature with toughness 2 or less, sacrifice Endangered Armodon.	SH			Hidden Ancients	Ench		1	Lone Wolf	Su Wolf	2/2	2	Plated Rootwalla	Su Lizard	3/3	4
Endless Wurm	Su Wurm	9/9	3	When one of your opponents successfully casts an enchantment spell, if Hidden Ancients is an enchantment, Hidden Ancients becomes a 5/5 creature that counts as a Treefolk.	US			You may have Lone Wolf deal combat damage to defending player instead of to creatures blocking it. *You must choose to assign damage to either the creatures blocking Lone Wolf or the opponent, but not both. If you choose the creatures, you're still free to divide the damage among the different blockers as usual.	5E			☉: Plated Rootwalla gets +3/+3 until end of turn. Play this ability only once each turn.	EX		
Trample. During your upkeep, sacrifice an enchantment or sacrifice Endless Wurm.	US			Hidden Gibbons	Ench			Lowland Basilisk	Su Basilisk	1/3	2	Pouncing Jaguar	Su Cat	2/2	1
Exploration	Ench		1	When one of your opponents successfully casts an instant or interrupt spell, if Hidden Gibbons is an enchantment, Hidden Gibbons becomes a 4/4 creature that counts as an Ape.	UL			Whenever Lowland Basilisk damages any creature, destroy that creature at end of combat.	SH			Echo.	US		
You may play an additional land each turn.	US			Hidden Guerrillas	Ench			Lull	Inst		1	Pradesh Gypsies	Su Gypsies	1/1	2
Secundity	Ench		2	When one of your opponents successfully casts an artifact spell, if Hidden Guerrillas is an enchantment, Hidden Guerrillas becomes a 5/3 creature with trample and that counts as a Soldier.	US			Creatures deal no combat damage this turn.	UL			☉, ☉: Target creature gets -3/-0 until end of turn.	5E		
Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.	US			Hidden Herd	Ench			Lure	EC		1	Predatory Hunger	EC		
Fertile Ground	EL		1	When one of your opponents plays a nonbasic land, if Hidden Herd is an enchantment, Hidden Herd becomes a 3/3 creature that counts as a Beast.	US			All creatures able to block enchanted creature do so. *The defending player isn't required to make it legal for a defending creature to block an attacker enchanted with Lure. For example, if the attacker has flying, the defending player isn't required to power up his or her Teleporter so that it can block.	5E			Whenever any opponent successfully casts a creature spell, put a +1/+1 counter on enchanted creature.	EX		
Whenever enchanted land is tapped for mana, it produces an additional one mana of any color.	US			Hidden Predators	Ench			Manabond	Ench		2	Priest of Titania	Su Elf	1/1	1
Flailing Drake	Su Drake	2/3	3	When one of your opponents controls a creature with power 4 or greater, if Hidden Predators is an enchantment, Hidden Predators becomes a 4/4 creature that counts as a Beast.	US			During your discard phase, you may choose to put all land cards from your hand into play. If you do, discard the rest of your hand.	EX			☉: Add ☉ to your mana pool for each Elf in play. Play this ability as a mana source.	US		
Flying. If Flailing Drake blocks or is blocked by any creature, that creature gets +1/+1 until end of turn.	TE			Hidden Spider	Ench			Marsh Viper	Su Viper	1/2	3	Primal Order	Ench		2
Fog	Inst		1	When one of your opponents successfully casts a creature with flying, if Hidden Spider is an enchantment, Hidden Spider becomes a 3/5 creature that can block creatures with flying and that counts as a Spider.	US			If Marsh Viper damages any player, he or she gets two poison counters. If any player has ten or more poison counters, he or she loses the game.	5E			During each player's upkeep, Primal Order deals to that player an amount of damage equal to the number of nonbasic lands he or she controls.	5E		
Creatures deal no combat damage this turn.	5E			Hidden Stag	Ench		1	Midsummer Revel	Ench		3	Primal Rage	Ench		1
Force of Nature	Su Force	8/8	2	Whenever one of your opponents plays a land, if Hidden Stag is an enchantment, Hidden Stag becomes a 3/2 creature that counts as a Beast. Whenever you play a land, if Hidden Stag is a creature, Hidden Stag becomes an enchantment.	US			During your upkeep, you may put a verse counter on Midsummer Revel. ☉: Sacrifice Midsummer Revel: Put X Beast tokens into play, where X is the number of verse counters on Midsummer Revel. Treat these tokens as 3/3 green creatures.	US			All creatures you control gain trample.	SH		
Trample. During your upkeep, pay ☉☉☉☉☉ or Force of Nature deals 8 damage to you. *You aren't required to pay this upkeep cost. If you decline to do so, the resulting damage can be prevented or redirected normally.	5E			Horned Sliver	Su Sliver	2/2	2	Midsummer Revel	Ench		3	Provoked	Inst		1
Fortitude	EC		1	All Slivers gain trample.	TE			Mongrel Pack	Su Hounds	4/1	3	Untap target creature you do not control. That creature blocks this turn if able. Draw a card.	SH		
When Fortitude is put into a graveyard from play, return Fortitude to owner's hand. Sacrifice a forest: Regenerate enchanted creature.	US			Hungry Mist	Su Mist	6/2	2	Pygmy Troll	Su Troll	1/1	1	For each creature that blocks it, Pygmy Troll gets +1/+1 until end of turn. ☉: Regenerate Pygmy Troll.	EX		
Foxfire	Inst		2					Rabid Wolverines	Su Wolverines	4/4	3	For each creature that blocks it, Rabid Wolverines gets +1/+1 until end of turn.	EX		
Untap target attacking creature. That creature neither deals nor receives combat damage this turn. Draw a card at the beginning of the next turn.	5E							Rabid Wombat	Su Wombat	0/1	2	Attacking does not cause Rabid Wombat to tap. Rabid Wombat gets +2/+2 for each creature enchantment on it.	5E		
Frog Tongue	EC		1												
When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying.	TE														
Fugitive Druid	Su Druid	3/2	3												
Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card.	TE														
Fungusaur	Su Fungusaur	2/2	3												
At the end of any turn in which Fungusaur was damaged, put a +1/+1 counter on it. *If Fungusaur suffers damage and then regenerates, it still gets its counter, as it was damaged but not put into any graveyard.	5E														

Radjan Spirit Su Spirit 3/2 3
 ☉: Target creature loses flying until end of turn. 5E

Rampant Growth Sorc 1
 Search your library for a basic land card and put that land into play, tapped. Shuffle your library afterwards. TE

Rancor EC 2
 Enchanted creature gains +2/+0 and trample. When Rancor is put into a graveyard from play, return Rancor to owner's hand. UL

Reality Anchor Inst 1
 Target creature loses shadow until end of turn. Draw a card. TE

Reap Inst 1
 Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of black permanents target opponent controls. TE

Reclaim Inst 1
 Put target card from your graveyard on top of your library. EX

Recycle Ench 4
 Skip your draw phase. Whenever you play a card, draw a card. During your discard phase, choose and discard all but two cards. TE

Regeneration EC 1
 ☉: Regenerate enchanted creature. 5E

Rejuvenate Sorc 3
 Gain 6 life. Cycling 2. US

Repopulate Inst 1
 Shuffle all creature cards from target player's graveyard into that player's library. Cycling 2. UL

Respite Inst 1
 Creatures deal no combat damage this turn. Gain 1 life for each attacking creature. TE

Resuscitate Inst 1
 Until end of turn, each creature you control gains "☉: Regenerate this creature." EX

Retaliation Ench 2
 Each creature you control gains "Whenever a creature blocks it, this creature gets +1/+1 until end of turn." US

Rootbreaker Wurm Su Wurm 6/6 5
 Trample. TE

Rootwalla Su Lizard 2/2 2
 1 ☉: Rootwalla gets +2/+2 until end of turn. Use this ability only once each turn. TE

Rootwater Alligator Su Alligator 3/2 3
 Sacrifice a forest: Regenerate Rootwater Alligator. EX

Root Maze Ench 2
 All artifacts and lands come into play tapped. TE

Scaled Wurm Su Wurm 7/6 7
 5E

Scavenger Folk Su Scavenger Folk 1/1 1
 ☉: Sacrifice Scavenger Folk: Destroy target artifact. 5E

Scragnoth Su Beast 3/4 4
 Protection from blue. While Scragnoth is being cast, it cannot be countered. TE

Scrib Sprites Su Faeries 1/1 1
 Flying. 5E

Seeker of Skybreak Su Elf 2/1 1
 ☉: Untap target creature. TE

Shanodin Dryads Su Nymphs 1/1 1
 Forestwalk. 5E

Shrink Inst 2
 Target creature gets -5/-0 until end of turn. 5E

Silk Net Inst 1
 Target creature gets +1/+1 and can block creatures with flying until end of turn. UL

Simian Grunts Su Apes 3/4 2
 Echo. You may play Simian Grunts any time you could play an instant. UL

Skyshroud Archer Su Elf 1/1 1
 ☉: Target creature with flying gets -1/-1 until end of turn. SH

Skyshroud Elf Su Elf 1/1 1
 ☉: Add ☉ to your mana pool. Play this ability as a mana source. 1: Add ☉ or ☉ to your mana pool. Play this ability as a mana source. TE

Skyshroud Elite Su Elves 1/1 1
 Skyshroud Elite gets +1/+2 as long as any opponent controls any nonbasic lands. EX

Skyshroud Ranger Su Elf 1/1 1
 ☉: Choose a land card in your hand and put that land into play. Play this ability as a sorcery. TE

Skyshroud Troll Su Giant 3/3 2
 1 ☉: Regenerate Skyshroud Troll. TE

Skyshroud Troopers Su Elves 3/3 3
 ☉: Add ☉ to your mana pool. Play this ability as a mana source. SH

Skyshroud War Beast Su Beast *7* 1
 Trample. Skyshroud War Beast has power and toughness each equal to the number of nonbasic lands target opponent controls. EX

Song of Serenity Ench 1
 Creatures with any enchantments on them cannot attack or block. EX

Spike Breeder Su Spike 0/0 3
 Spike Breeder comes into play with three +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Breeder: Put a +1/+1 counter on target creature. 2: Remove a +1/+1 counter from Spike Breeder: Put a Spike token into play. Treat this token as a 1/1 green creature. SH

Spike Colony Su Spike 0/0 4
 Spike Colony comes into play with four +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Colony: Put a +1/+1 counter on target creature. SH

Spike Drone Su Spike 0/0 4
 Spike Drone comes into play with one +1/+1 counter on it. 2: Remove a +1/+1 counter from Spike Drone: Put a +1/+1 counter on target creature. TE

Spike Feeder Su Spike 0/0 1
 Spike Feeder comes into play with two +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Feeder: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Feeder: Gain 2 life. SH

Spike Hatcher Su Spike 0/0 6
 Spike Hatcher comes into play with six +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Hatcher: Put a +1/+1 counter on target creature. 1: Remove a +1/+1 counter from Spike Hatcher: Regenerate Spike Hatcher. EX

Spike Rogue Su Spike 0/0 1
 Spike Rogue comes into play with two +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Rogue: Put a +1/+1 counter on target creature. 2: Remove a +1/+1 counter from any creature you control: Put a +1/+1 counter on Spike Rogue. EX

Off the Mark
 While creating cards for Tempest, the Magic team had yet to name the plane that became Rath. Once that was settled, it wasn't long before Mark Rosewater realized "If we're going to have a Rath, it's got to have some apes!"

Spike Soldier Su Spike 0/0 2
 Spike Soldier comes into play with three +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Soldier: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Soldier: Spike Soldier gets +2/+2 until end of turn. SH

Spike Weaver Su Spike 0/0 2
 Spike Weaver comes into play with three +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Weaver: Put a +1/+1 counter on target creature. 3: Remove a +1/+1 counter from Spike Weaver: Creatures deal no combat damage this turn. EX

Spike Worker Su Spike 0/0 2
 Spike Worker comes into play with two +1/+1 counters on it. 2: Remove a +1/+1 counter from Spike Worker: Put a +1/+1 counter on target creature. SH

Spined Wurm Su Wurm 5/4 4
 SH

Sporogenesis Ench 3
 During your upkeep, you may put a fungus counter on target nontoken creature. Whenever a creature with a fungus counter on it is put into a graveyard, put a Saproling token into play for each of those fungus counters. Treat these tokens as 1/1 green creatures. When Sporogenesis leaves play, remove all fungus counters from all creatures. US

Spreading Algae EL 1
 Play Spreading Algae only on a swamp. When enchanted land becomes tapped, destroy that land. When Spreading Algae is put into a graveyard from play, return Spreading Algae to owner's hand. US

Stampede Inst 1
 All attacking creatures get +1/+0 and gain trample until end of turn. 5E

Storm Front Ench 2
 ☉: Tap target creature with flying. TE

Stream of Life Sorc 2
 Target player gains X life. 5E

Survival of the Fittest Ench 1
 ☉: Choose and discard a creature card: Search your library for a creature card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards. EX

Sylvan Library Ench 1
 ☉: Draw two cards, then choose any two cards in your hand drawn this turn. For each of those cards, pay 4 life or put that card back on top of your library. Use this ability only during your draw phase and only once each turn. *Sylvan Library does not modify your normal draw for the turn. Each Sylvan Library has an ability that enables you to draw two cards, then put two drawn cards back and/or pay life. Each such ability is played separately. If two Libraries are used in succession, the first effect to resolve does so fully before the next one resolves. In other words, you would draw two cards, put two cards back, then draw those two cards again. *Abilities that trigger when a card is drawn will be played after the cards are drawn but before



Tania's Boon Sorc 3
 Put a +1/+1 counter on each creature you control. US

Tania's Chosen Su Elf 1/1 2
 Whenever a player successfully casts a green spell, put a +1/+1 counter on Tania's Chosen. US

Tania's Song Ench 3
 Each noncreature artifact loses its abilities and is an artifact creature with power and toughness each equal to its total casting cost. If Tania's Song leaves play, this effect continues until end of turn. *While Tania's Song is in play, none of the text in any artifact's text box has any effect on the game. Even upkeep costs are erased by the Song's effect. However, the text is still there, so you can still edit it with Mind Bend, for example. 5E

Trained Armodon Su Elephant 3/3 1
 TE

Tranquility Sorc 2
 Destroy all enchantments. 5E, TE

Treefolk Mystic Su Treefolk 2/4 3
 Whenever a creature blocks or is blocked by Treefolk Mystic, destroy all enchantments on that creature. UL

Treefolk Seedlings Su Treefolk 2/* 2
 Treefolk Seedlings has toughness equal to the number of forests you control. US

Treetop Rangers Su Elves 2/2 2
 Treetop Rangers cannot be blocked except by creatures with flying. US

Trumpeting Armodon Su Elephant 3/3 3
 1 ☉: Target creature blocks Trumpeting Armodon this turn if able. TE

Tsunami Sorc 3
 Destroy all islands. 5E

Untamed Wilds Sorc 2
 Search your library for a basic land card and put that card into play. Shuffle your library afterwards. 5E

Venom EC 1
 If enchanted creature blocks or is blocked by any non-Wall creature, destroy that creature at end of combat. *See Cockatrice for related rulings. *Venom's ability triggers only when blockers are declared. For example, moving Venom around with Enchantment Alteration won't trigger its ability after blockers have been declared, nor will it cancel instances of its ability that have already triggered. 5E

Venomous Fangs EC 2
 Whenever enchanted creature successfully deals damage to a creature, destroy that creature. US

Verdant Force Su Elemental 7/7 5
 During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. *Each player plays the upkeep ability during his or her own turn, but Verdant Force's controller still controls the ability and therefore controls the Saproling token put into play. TE

Verdant Touch Sorc 1
 Buyback 3. Target land becomes a 2/2 creature permanently. SH

Verdigris Inst 2
 Destroy target artifact. TE

Verduran Enchantress Su Enchantress 0/2 1
 ☉: Draw a card. Use this ability only when you successfully cast an enchantment spell and only once for each such spell. *Verduran Enchantress's ability won't trigger on an enchantment being moved from one target to another: as far as the Enchantress is concerned, the enchantment is simply moving around, not being played again. 5E

Vernal Bloom Ench 3
 Whenever a forest is tapped for mana, it produces an additional ☉. US

Volrath's Gardens Ench 1
 2. Tap a creature you control: Gain 2 life. Play this ability as a sorcery. SH

Wall of Blossoms Su Wall 0/4 1
 When Wall of Blossoms comes into play, draw a card. SH

Wall of Brambles Su Wall 2/3 2
 ☉: Regenerate. 5E

Wanderlust EC 2
 During the upkeep of enchanted creature's controller, Wanderlust deals 1 damage to him or her. 5E

War Dance Ench 2
 During your upkeep, you may put a verse counter on War Dance. Sacrifice War Dance: Target creature gets +X/+X until end of turn, where X is the number of verse counters on War Dance. US

War Mammoth Su Mammoth 3/3 3
 Trample. 5E

Weatherseed Elf Su Elf 1/1 1
 ☉: Target creature gains forestwalk until end of turn. UL

Weatherseed Treefolk Su Treefolk 5/3 2
 Trample. When Weatherseed Treefolk is put into a graveyard from play, return Weatherseed Treefolk to owner's hand. UL

Whirling Dervish Su Dervish 1/1 1
 Protection from black. If Whirling Dervish damages any opponent, put a +1/+1 counter on it at end of turn. *If Whirling Dervish damages an opponent, it will get a counter at end of turn, even if it's under the control of that player at that time. Also, it can get more than one counter during the same turn if it manages to damage a player on more than one occasion during that turn. 5E

Whirlwind Sorc 2
 Destroy all creatures with flying. US

Wild Dogs Su Hounds 2/1 1
 During your upkeep, if a player has more life than any other, that player gains control of Wild Dogs. Cycling 2. US

Wild Growth EL 1
 Whenever enchanted land is tapped for mana, it produces an additional ☉. *Wild Growth is simply triggering when appropriate rather than modifying the land's abilities. So Contamination doesn't override this ability, it doesn't allow a Reflecting Pool to produce ☉, and so on. 5E

Winding Wurm Su Wurm 6/6 4
 Echo. US

Wing Snare Sorc 2
 Destroy target creature with flying. UL

Winter Blast Sorc 2
 Tap X target creatures. Winter Blast deals 2 damage to each of those creatures with flying. *Winter Blast may target creatures that are already tapped. It will deal 2 damage to each such creature that has flying. *Note that whether a creature has flying or not is checked when Winter Blast resolves, not when it's played. 5E

Winter's Grasp Sorc 1
 Destroy target land. TE

Wolverine Pack Su Wolverine Pack 2/4 2
 Rampage: 2. 5E

Wood Elves Su Elves 1/1 2
 When Wood Elves comes into play, search your library for a forest card and put that forest into play. Shuffle your library afterwards. EX

Wyluli Wolf Su Wolf 1/1 1
 ☉: Target creature gets +1/+1 until end of turn. 5E

Yavimaya Granger Su Elf 2/2 2
 Echo. When Yavimaya Granger comes into play, you may search your library for a basic land card and put that land into play tapped. Shuffle your library afterward. UL

Yavimaya Scion Su Treefolk 4/4 4
 Protection from artifacts. UL

Yavimaya Wurm Su Wurm 6/4 4
 Trample. UL

LANDS

Adarkar Wastes Land
 ☉: Add one colorless mana to your mana pool. ☉: Add * or ☉ to your mana pool. Adarkar Wastes deals 1 damage to you. *All land abilities that produce mana are played as mana sources, even if the effect does something else, such as damaging you. 5E

Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost
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a creature enchantment that reads "Enchanted creature cannot block" instead of a creature. Move Convulsing Lcid onto target creature. You may pay $\{1\}$ to end this effect. • See *Transmogrifying Lcid* for related rulings. **SH**

Crater Hellion Su Beast 6/6 4 ●●●
Echo. When Crater Hellion comes into play, it deals 4 damage to each other creature. **US**

Craven Giant Su Giant 4/1 2 ●●
Craven Giant cannot block. **SH**

Crimson Manticores Su Manticore 2/2 2 ●●
Flying. ●●: Crimson Manticores deals 1 damage to target attacking or blocking creature. **5E**

Crown of Flames EC ●●
●●: Enchanted creature gets +1/+0 until end of turn. ●●: Return Crown of Flames to owner's hand. **TE**

Deadshot Sorc ●●
Tap target creature. That creature deals damage equal to its power to another target creature. **TE**

Defender of Chaos Su Knight 2/1 2 ●●
Protection from white. You may play Defender of Chaos any time you could play an instant. **UL**

Destructive Urge EC 1 ●●
Whenever enchanted creature successfully deals combat damage to a player, that player sacrifices a land. **US**

Detonate Sorc ●●
Destroy target artifact with total casting cost equal to X. Detonate deals X damage to that artifact's controller. Creatures destroyed in this way cannot be regenerated this turn. • *Detonate, not the artifact, deals the damage. Detonate fizzles if the target is removed before resolution, and no damage is dealt.* **5E**

Disintegrate Sorc ●●
Disintegrate deals X damage to target creature or player. That creature cannot regenerate this turn. If the creature is dealt lethal damage this turn, remove it from the game. • *If lethal damage is dealt to the target creature later in the turn, it's removed from the game instead of destroyed. Thus, abilities such as Soul Net's won't trigger and abilities that replace destruction, such as regeneration, can't be used. It isn't important whether Disintegrate itself deals lethal damage to the creature, just whether it suffers lethal damage.* • *Prohibiting the target creature from regenerating is a function of the spell, not of the damage. So it applies even if X is equal to 0; redirecting the damage won't change which creature is stopped from regenerating, and so on.* **5E**

Disorder Sorc ●●
Disorder deals 2 damage to each white creature and each player who controls a white creature. **US**

Dizzying Gaze EC ●●
Play Dizzying Gaze only on a creature you control. ●●: Enchanted creature deals 1 damage to target creature with flying. **EX**

Dromosaur Su Lizard 2/3 2 ●●
Whenever Dromosaur blocks or becomes blocked, it gets +2/-2 until end of turn. • See *Karn, Silver Golem* for related rulings. **US**

Duct Crawler Su Insect 1/1 1 ●●
●●: Target creature cannot block Duct Crawler this turn. **SH**

Dwarven Catapult Inst ●●
Dwarven Catapult deals X damage divided evenly, rounded down, among all creatures target opponent controls. • *Your opponent's creatures aren't counted until the spell resolves. If your opponent produces more creatures in response to Dwarven Catapult and thus has more than X creatures in play when it resolves, each of his or her creatures takes 0 damage (after rounding down).* **5E**

Dwarven Soldier Su Dwarf 2/1 1 ●●
If Dwarven Soldier blocks or is blocked by any Orcs, it gets +0/+2 until end of turn. **5E**

Dwarven Warriors Su Dwarves 1/1 2 ●●
●●: Target creature with power 2 or less is unblockable this turn. • *Evasion abilities only apply when blockers are declared, so making a creature unblockable once it has already been blocked accomplishes nothing.* **5E**

Earthquake Sorc ●●
Earthquake deals X damage to each creature without flying and each player. **5E**

Electryte Su Beast 3/3 3 ●●●
Whenever Electryte successfully deals combat damage to defending player, Electryte deals damage equal to its power to each blocking creature. **US**

Enraging Lcid Su Lcid 1/1 1 ●●
●●: Enraging Lcid loses all abilities and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of any other type of permanent. Move Enraging Lcid onto target creature. You may pay $\{1\}$ to end this effect. • See *Transmogrifying Lcid* for related rulings. **TE**

Errantry EC ●●
Enchanted creature gets +3/+0 and cannot attack with any other creatures. **5E**

Eternal Warrior EC ●●
Attacking does not cause enchanted creature to tap. **5E**

Faetter Inst ●●
Creatures without flying cannot block this turn. **US**

Fanning the Flames Sorc ●●
Buyback ●●: Fanning the Flames deals X damage to target creature or player. **SH**

Fault Line Inst ●●
Fault Line deals X damage to each creature without flying and each player. **US**

Fiery Mantle EC ●●
When Fiery Mantle is put into a graveyard from play, return Fiery Mantle to owner's hand. ●●: Enchanted creature gets +1/+0 until end of turn. **US**

Fighting Chance Inst ●●
For each blocking creature, flip a coin. If you win the flip, that creature deals no combat damage this turn. **EX**

Fire Ants Su Insects 2/1 2 ●●
●●: Fire Ants deals 1 damage to each other creature without flying. **US**

Fire Drake Su Drake 1/2 1 ●●
Flying. ●●: Fire Drake gets +1/+0 until end of turn. You cannot spend more than ● in this way each turn. **5E**

Fireball Sorc ●●
Pay 1 for each target beyond the first: Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players. • *You can't target the same thing twice when you play a spell, so if you split the Fireball, you must choose different targets*

example, here's what happens when a Ball Lightning (power 6, trample) is blocked by an Ophidian (toughness 3) while Furnace of Rath is in play: Normally, Ball Lightning would assign 6 damage to the Ophidian, but because the Furnace is in play, it assigns 12 damage. Ophidian's toughness is 3, so 9 of the 12 damage "tramples through," meaning it's redirected to the defending player. When that 9 damage is assigned to the defending player, it's doubled again because of the Furnace's effect, for a total of 18 damage.

Furnace Spirit Su Spirit 1/1 2 ●●
Furnace Spirit is unaffected by summoning sickness. ●●: Furnace Spirit gets +1/+0 until end of turn. **US**

Gamble Sorc ●●
Search your library for a card, put that card into your hand, then discard a card at random. Shuffle your library afterward. **US**

Game of Chaos Sorc ●●●
Flip a coin. If you win the flip, target opponent loses 1 life. Otherwise, you lose 1 life. The winner of the flip gains 1 life and may repeat this process. Double the stakes each time. **5E**

Ghitu Fire-Eater Su Nomad 2/2 2 ●●
●●: Sacrifice Ghitu Fire-Eater: Ghitu Fire-Eater deals damage equal to its power to target creature or player. **UL**

Hose 'em Down

While developing Urza's Legacy, the folks in Magic R&D decided to do something about permission decks. Between counterspells and buyback, there are a lot of things that permission decks do during the opponent's turn. Defense Grid is an easy addition to any deck, either main deck or sideboard, because it's an artifact and it has a low casting cost.



for it. • *Mana spent to allow additional targets is a cost but not part of the casting cost.* **5E**

Firebreathing EC ●●
●●: Enchanted creature gets +1/+0 until end of turn. **5E**

Firefly Su Insect 1/1 3 ●●
Flying. ●●: Firefly gets +1/+0 until end of turn. **TE**

Fireslinger Su Wizard 1/1 1 ●●
●●: Fireslinger deals 1 damage to target creature or player and 1 damage to you. **TE**

Flame Spirit Su Spirit 2/3 4 ●●
●●: Flame Spirit gets +1/+0 until end of turn. **5E**

Flame Wave Sorc 3 ●●●
Flame Wave deals 4 damage to target player and each creature he or she controls. **SH**

Flare Inst ●●
Flare deals 1 damage to target creature or player. Draw a card at the beginning of the next turn. **5E**

Flashfires Sorc ●●
Destroy all plains. **5E**

Fling Inst ●●
Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power to target creature or player. **SH**

Flowstone Blade EC ●●
●●: Enchanted creature gets +1/-1 until end of turn. **SH**

Flowstone Flood Sorc ●●
Buyback-Pay 3 life, discard a card at random. Destroy target land. **EX**

Flowstone Giant Su Giant 3/3 2 ●●
●●: Flowstone Giant gets +2/-2 until end of turn. **TE**

Flowstone Hellion Su Beast 3/3 4 ●●
Flowstone Hellion is unaffected by summoning sickness. ●: Flowstone Hellion gets +1/-1 until end of turn. **SH**

Flowstone Mauler Su Beast 4/5 4 ●●●
Trample. ●●: Flowstone Mauler gets +1/-1 until end of turn. **SH**

Flowstone Salamander Su Salamander 3/4 3 ●●
●●: Flowstone Salamander deals 1 damage to target creature blocking it. **TE**

Flowstone Shambler Su Beast 2/2 2 ●●
●●: Flowstone Shambler gets +1/-1 until end of turn. **SH**

Flowstone Wyvern Su Drake 3/3 3 ●●
Flying. ●●: Flowstone Wyvern gets +2/-2 until end of turn. **TE**

Furnace Brood Su Elementals 3/3 3 ●●
●●: Target creature cannot be regenerated this turn. **EX**

Furnace of Rath Ench ●●●
Double all damage assigned to any creature or player. • *Continuous abilities that apply when damage is assigned take effect when damage is redirected, just like abilities that trigger on that damage. Because redirected damage is actually reassigned, Furnace of Rath doubles damage that gets redirected. For*

Goblin Welder Su Goblin 1/1 1 ●●
●●: Exchange target artifact a player controls for target artifact card in that player's graveyard. • *In order to play Goblin Welder's ability, the controller of the targeted artifact must have another artifact in his or her graveyard. • The artifact that goes to the graveyard as a result of Goblin Welder's ability will trigger effects such as Soul Net (if it's an artifact creature) and Scrapheap.* **UL**

Granite Grip EC ●●
Enchanted creature gets +1/+0 for each mountain you control. **UL**

Guma Su Cat 2/2 2 ●●
Protection from blue. **US**

Hand to Hand Ench ●●
Instants and abilities requiring an activation cost cannot be played during combat. **TE**

Havoc Ench ●●
Whenever target opponent successfully casts a white spell, he or she loses 2 life. **TE**

Headlong Rush Inst ●●
All attacking creatures gain first strike until end of turn. **US**

Heart Sliver Su Sliver 1/1 1 ●●
All Slivers are unaffected by summoning sickness. **TE**

Heat of Battle Ench ●●
Whenever any creature blocks, Heat of Battle deals 1 damage to that creature's controller. **SH**

Heat Ray Inst ●●
Heat Ray deals X damage to target creature. **US**

Hill Giant Su Giant 3/3 3 ●●
●●: Hill Giant gets +1/+0 until end of turn. **5E**

Hurlion Minotaur Su Minotaur 2/3 1 ●●
●●: Hurlion Minotaur gets +1/+0 until end of turn. **5E**

Impending Disaster Ench ●●
During your upkeep, if there are seven or more lands in play, sacrifice Impending Disaster and destroy all lands. **UL**

Imposing Visage EC ●●
Enchanted creature cannot be blocked by only one creature. **5E**

Incinerate Inst ●●
Incinerate deals 3 damage to target creature or player. Creatures damaged by Incinerate cannot regenerate this turn. • *Any and all creatures that Incinerate successfully damages are prohibited from regenerating this turn. If the damage is redirected piecemeal, it's possible for one Incinerate to prohibit more than one creature from regenerating.* **5E**

Inferno Inst ●●
Inferno deals 6 damage to each creature and player. **5E**

Invasion Plans Ench ●●
Each creature blocks whenever able. Attacking player chooses how each creature blocks. **SH**

Ironclaw Curse EC ●●
Enchanted creature gets -0/-1 and cannot be assigned to block any creature with power greater than or equal to enchanted creature's toughness. **5E**

Ironclaw Orcs Su Orcs 2/2 1 ●●
Ironclaw Orcs cannot be assigned to block any creature with power 2 or greater. **5E**

Jackal Pup Su Hound 2/1 1 ●●
For each 1 damage dealt to Jackal Pup, it deals 1 damage to you. **TE**

Jagged Lightning Sorc ●●●
Jagged Lightning deals 3 damage to target creature and 3 damage to another target creature. **US**

Jokulhaups Sorc ●●●
Destroy all artifacts, creatures, and lands. Creatures destroyed in this way cannot be regenerated this turn. **5E**

Keeper of the Flame Su Wizard 1/2 2 ●●
●●: Keeper of the Flame deals 2 damage to target opponent. Use this ability only if that opponent has more life than you. **EX**

Keldon Warlord Su Lord */* 2 ●●●
Keldon Warlord has power and toughness each equal to the number of non-Wall creatures you control. • *Once damage is dealt, it remains on the creature throughout the turn. So a Warlord might survive damage when it's first dealt, only to die when other creatures you control leave play and the Warlord's toughness drops as a result.* **5E**

Kindle Inst ●●
Kindle deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in all graveyards. **TE**

Last-Ditch Effort Inst ●●
Sacrifice X creatures. Last-Ditch Effort deals X damage to target creature or player. **UL**

Lava Axe Sorc ●●
Lava Axe deals 5 damage to target player. **UL**

Lay Waste Sorc ●●
Destroy target land. Cycling ●●. **US**

Lightning Blast Inst ●●
Lightning Blast deals 4 damage to target creature or player. **TE**

THE DUELIST DRAKLE PLAYER'S GUIDE

Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost	
Lightning Dragon	Su Dragon	4/4	2	lands than defending player. Monstrous Hound cannot block unless you control more lands than attacking player.	EX	Pygmy Pyrosaur	Su Lizard	1/1	1	Shadowstorm	Sorc					
Lightning, echo. Lightning Dragon gets +1/+0 until end of turn.	US			Mountain Goat	Su Goat	1/1	1	Pygmy Pyrosaur cannot block. Pygmy Pyrosaur gets +1/+0 until end of turn. Do not judge a lizard by its size.	UL			Shard Phoenix	Su Phoenix	2/2	4	
Lightning Elemental	Su Elemental	4/1	3	Mountainwalk.	5E	Pyroblast	Intr			Put Shard Phoenix into your hand. Use this ability only if Shard Phoenix is in your graveyard and only during your upkeep. Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to each creature without flying.	SH					
Lightning Elemental is unaffected by summoning sickness.	TE			No Quarter	Ench			Counter target spell if it is blue, or destroy target permanent if it is blue. (If this spell targets a permanent, play it as an instant.) See <i>Hydroblast</i> for related rulings.	5E			Shatter	Inst			
Lowland Giant	Su Giant	4/3	2	Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.	TE	Pyromancy	Ench			Destroy target artifact.	5E,TE					
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.	TE			Oath of Mages	Ench			Discard a card at random: Pyromancy deals to target creature or player damage equal to the total casting cost of the discarded card.	UL			Shattering Pulse	Inst			
Mage i-Vec	Su Wizard	2/2	2	During each player's upkeep, if that player has less life than target opponent, he or she may have Oath of Mages deal 1 damage to that opponent.	EX	Pyrotechnics	Sorc			Buyback 3. Destroy target artifact.	EX					
Discard a card at random: Mage i-Vec deals 1 damage to target creature or player.	EX			Ogre Shaman	Su Ogre	3/3	3	Pyrotechnics deals 4 damage divided any way you choose among any number of target creatures and/or players. You must distribute all 4 damage, but you can't assign 0 damage to a target. So this spell has an effective maximum of four targets, even though this isn't explicit in the text.	5E			Shatterstorm	Sorc			
Magma-saur	Su Elemental	0/0	3	Discard a card at random: Ogre Shaman deals 2 damage to target creature or player.	EX	Okk	Su Goblin	4/4	1	Destroy all artifacts. Creatures destroyed in this way cannot be regenerated this turn.	5E					
Magma-saur comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magma-saur, or sacrifice Magma-saur and it deals 1 damage for each +1/+1 counter on it to each creature without flying and each player.	TE			Onslaught	Ench			Okk cannot attack unless a creature with greater power also attacks. Okk cannot block unless a creature with greater power also blocks.	US			Shivan Dragon	Su Dragon	5/5	4	
Mana Clash	Sorc			Whenever you successfully cast a creature spell, tap target creature.	EX	Opportunist	Su Soldier	2/2	2	Destroy two target lands.	US		Flying. Shivan Dragon gets +1/+0 until end of turn.	5E		
You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads at the same time. Mana Clash has a single target, namely an opponent. It doesn't target you, even though it affects you.	5E			Opportunist deals 1 damage to target creature that was damaged this turn.	TE	Orcish Artillery	Su Orcs	1/3	1	Raging Goblin	Su Goblin	1/1				
Mana Flare	Ench			Orcish Artillery deals 2 damage to target creature or player and 3 damage to you. If all targeted portions of an effect fizzle, the nontargeted portions don't do anything either. So if the part of the effect that deals 2 damage fizzles, you don't take the 3 damage.	5E	Orcish Captain	Su Orc	1/1		Raging Goblin is unaffected by summoning sickness.	EX		Shivan Hellkite	Su Dragon	5/5	5
Whenever any player taps a land for mana, it produces one additional mana of the same type. The "same type" of mana is the type of mana the land was tapped to produce. If the land has more than one mana-producing ability, then only the one that was used is relevant. If that ability produces more than one type of mana, its controller chooses which type of mana is produced by Mana Flare; if there's more than one Mana Flare or similar ability in play, that player makes this decision separately for each one, as each of them triggers independently.	5E			Flip a coin. If you win the flip, target Orc gets +2/+0 until end of turn. Otherwise, that Orc gets -0/-2 until end of turn.	5E	Orcish Conscripts	Su Orcs	2/2		Rain of Salt	Sorc					
Manabarbs	Ench			Orcish Conscripts cannot attack unless at least two other creatures do. Orcish Conscripts cannot be assigned to block any creature unless at least two other creatures do.	5E	Orcish Farmer	Su Orc	2/2	1	Destroy two target lands.	US		Shivan Phoenix	Su Phoenix	3/4	4
Whenever any player taps a land for mana, Manabarbs deals 1 damage to him or her. See <i>Adarkar Wastes</i> for related rulings. Because each land is tapped for mana individually, you will often need to play damage-prevention abilities once for each land that is tapped. Any new damage generated during a damage-prevention step is folded into that step rather than creating a step of its own, so if you tap a number of lands for mana during damage prevention, you'll be handling all of that damage at once. In such a case, you could prevent all the damage with a single use of a Circle of Protection, for example. All damage is from the same source, so effects such as <i>Reverse Damage's</i> will scoop up all the damage Manabarbs has dealt to you this turn.	5E			Target land is a swamp until its controller's next untap phase.	5E	Orcish Oriflamme	Ench			Rathi Dragon	Su Dragon	5/5	2			
Maniacal Rage	EC			Attacking creatures you control get +1/+0.	5E	Orcish Squatters	Su Orcs	2/3	4	Flying. When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon.	TE		Shivan Raptor	Su Lizard	3/1	2
Enchanted creature gets +2/+2 and cannot block.	EX			Gain control of target land defending player controls as long as you control Orcish Squatters. Orcish Squatters deals no combat damage this turn. Use this ability only if Orcish Squatters is attacking and unblocked and only once each turn.	5E	Orrg	Su Orgg	6/6	3	When Ravenous Baboons comes into play, destroy target nonbasic land.	EX		First strike, echo. Shivan Raptor is unaffected by summoning sickness.	US		
Meltdown	Sorc			Trample. Orrg cannot attack if defending player controls an untapped creature with power 3 or greater. Orrg cannot be assigned to block any creature with power 3 or greater. If you attempt to declare Orrg as an attacker, it only ignores tapped creatures the defending player controls. Untapped creatures that couldn't be assigned to block Orrg (shadow creatures, for instance) still prevent it from attacking.	5E	Outmaneuver	Inst			Raze	Sorc					
Destroy each artifact with total casting cost X or less.	US			X target blocked creatures deal combat damage to defending player instead of to blocking creatures this turn.	US	Pallimud	Su Beast	*3	2	At the time you play Raze, sacrifice a land. Destroy target land.	US		Shock	Inst		
Mob Justice	Sorc			Pallimud has power equal to the number of tapped lands target opponent controls.	TE	Pandemonium	Ench			Reckless Ogre	Su Ogre	3/2		Shock deals 2 damage to target creature or player.	SH	
Mob Justice deals 1 damage to target player for each creature you control.	SH			Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player.	EX	Panic	Inst			If Reckless Ogre attacks and no other creatures do, it gets +3/+0 until end of turn.	EX		Shocker	Su Insect	1/1	3
Mogg Assassin	Su Goblin	2/1	2	Play Panic only during combat before blockers are declared. Target creature cannot block this turn. Draw a card at the beginning of the next turn.	5E	Parch	Inst			Reflexes	EC			If Shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before.	TE	
Flip a coin. Then, if you win the flip, destroy target creature an opponent controls. Otherwise, destroy target creature of that opponent's choice.	EX			Choose one—Parch deals 2 damage to target creature or player; or Parch deals 4 damage to target blue creature.	UL	Paroxysm	EC			Enchanted creature gains first strike.	US		Shower of Sparks	Inst		
Mogg Bombers	Su Goblins	3/4	3	During the upkeep of enchanted creature's controller, reveal the top card of that player's library to all players. If that card is a land card, destroy enchanted creature. Otherwise, enchanted creature gets +3/+3 until end of turn. (Return the card to the top of the player's library, face down.)	EX	Price of Progress	Inst			Renegade Warlord	Su Soldier	3/3	4	Shower of Sparks deals 1 damage to target creature and 1 damage to target player.	US	
If any other creature comes into play, sacrifice Mogg Bombers and it deals 3 damage to target player.	SH			Price of Progress deals 2 damage to each player for each nonbasic land he or she controls.	EX	Primordial Ooze	Su Ooze	1/1		First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn.	TE		Sluggishness	EC		
Mogg Conscripts	Su Goblins	2/2		Primordial Ooze attacks each turn if able. During your upkeep, put a +1/+1 counter on Primordial Ooze. Then pay X, where X is equal to the number of these counters on Primordial Ooze, or tap Primordial Ooze and it deals X damage to you.	5E	Rivalry	Ench			Whenever Retromancer is the target of a spell or ability, Retromancer deals 3 damage to that spell or ability's controller.	US		Enchanted creature cannot block. When Sluggishness is put into a graveyard from play, return Sluggishness to owner's hand.	UL		
Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn.	TE			Rolling Thunder	Sorc			During each player's upkeep, if that player controls more lands than any other, Rivalry deals 2 damage to him or her.	UL			Smoke	Ench			
Mogg Fanatic	Su Goblin	1/1		Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.	TE	Ruin	Sorc			Retromancer	Su Viashino	3/3	2	Players cannot untap more than one creature during their untap phases. See <i>Winter Orb</i> for related rulings. When you choose a creature, you're choosing from among those creatures that would have untapped otherwise. For example, you can't decline to untap <i>Coffin Queen</i> , and then choose the <i>Queen</i> as the one creature for Smoke. If none of your creatures would have untapped otherwise, then none of them untap.	5E	
Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player.	TE			Ruination	Sorc			During your upkeep, you may put a verse counter on Rumbling Crescendo. Sacrifice Rumbling Crescendo: Destroy up to X target lands, where X is the number of verse counters on Rumbling Crescendo.	UL			Sneak Attack	Ench			
Mogg Flunkies	Su Goblins	3/3	1	Rumbling Crescendo	Ench			Sabretooth Wyvern	Su Drake	3/2	4	Choose a creature card from your hand and put that creature into play. The creature is unaffected by summoning sickness. At end of turn, sacrifice the creature.	US			
Mogg Flunkies cannot attack or block during a turn in which no other creature you control attacks or blocks.	SH			During your upkeep, you may put a verse counter on Rumbling Crescendo. Sacrifice Rumbling Crescendo: Destroy up to X target lands, where X is the number of verse counters on Rumbling Crescendo.	5E	Sabretooth Tiger	Su Tiger	2/1	2	Flying, first strike.	EX		Sonic Burst	Inst		
Mogg Infestation	Sorc			Sandstone Warrior	Su Soldier	1/3	2	Sabretooth Tiger	Su Tiger	2/1	2	Sonic Burst deals 4 damage to target creature or player.	EX			
Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblin tokens into play under that player's control. Treat these tokens as 1/1 red creatures.	SH			First strike. Sandstone Warrior gets +1/+0 until end of turn.	TE	Scald	Ench			Spelling Shock	Ench		Whenever any player successfully casts a spell, Spelling Shock deals 2 damage to him or her.	EX		
Mogg Maniac	Su Goblin	1/1	1	Scalding Salamander	Su Salamander	2/1	2	Whenever a player taps an island for mana, Scald deals 1 damage to that player.	US			Spitting Hydra	Su Hydra	0/0	3	
Whenever Mogg Maniac is dealt damage, it deals an equal amount of damage to target opponent.	SH			Scalding Salamander deals 1 damage to each creature without flying defending player controls. Play this ability only if Scalding Salamander is attacking and only once each turn.	EX	Scorched Earth	Sorc			Spitting Hydra comes into play with four +1/+1 counters on it. Remove a +1/+1 counter from Spitting Hydra: Spitting Hydra deals 1 damage to target creature.	SH		Starke of Rath	Su Legend	2/2	4
Mogg Raider	Su Goblin	1/1		Scorched Earth	Sorc			Scrap	Inst			Destroy target artifact or creature. That permanent's controller gains control of Starke of Rath.	TE			
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.	TE			Choose and discard X land cards: Destroy X target lands.	EX	Scoria Wurm	Su Wurm	7/7	4	Destroy target artifact. Cycling 2.	US		Steam Blast	Sorc		
Mogg Squad	Su Goblins	3/3	1	Scoria Wurm	Su Wurm	7/7	4	Searing Touch	Inst			Steam Blast deals 2 damage to each creature and player.	US			
Mogg Squad gets -1/-1 for each other creature in play.	TE			During your upkeep, flip a coin. If you lose the flip, return Scoria Wurm to owner's hand.	US	Seething Anger	Sorc			Seismic Assault	Ench		Stone Giant	Su Giant	3/4	2
Molten Hydra	Su Hydra	1/1	1	Seismic Assault	Ench			Buyback 4. Searing Touch deals 1 damage to target creature or player.	TE			Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. At end of turn, destroy that creature. Stone Giant can target itself with its ability if you can adjust its power and toughness properly.	5E			
Put a +1/+1 counter on Molten Hydra. Remove all +1/+1 counters from Molten Hydra: Molten Hydra deals 1 damage to target creature or player for each +1/+1 counter removed this way.	UL			Choose and discard a land card: Seismic Assault deals 2 damage to target creature or player.	EX	Shatterstorm	Sorc			Shiv's Embrace	EC					
Mons's Goblin Raiders	Su Goblins	1/1	5E			Shadowstorm	Sorc			Enchanted creature gets +2/+2 and gains flying. Enchanted creature gets +1/+0 until end of turn.	US		Shard Phoenix	Su Phoenix	2/2	4
Monstrous Hound cannot attack unless you control more	5E					Shard Phoenix	Su Phoenix	2/2	4							

Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost
increases damage being dealt before damage-prevention abilities are played.				Angelic Chorus	Ench	3	**	Charging Paladin	Su Knight	2/2	2	Elite Archers	Su Soldiers	3/3	5
Tahngarth's Rage	EC			Whenever a creature comes into play under your control, gain life equal to that creature's toughness.				⊕: Charging Paladin attacks, it gets +0/+3 until end of turn.				⊕: Elite Archers deals 3 damage to target attacking or blocking creature.			
As long as enchanted creature is attacking, it gets +3/+0. Otherwise, it gets -2/-1.				Angelic Curator	Su Spirit	1/1	1	Clear	Inst		1	Elite Javelineer	Su Soldier	2/2	2
Thundering Giant	Su Giant	4/3	3	Flying, protection from artifacts.				Destroy target enchantment. Cycling 2.				If Elite Javelineer blocks, it deals 1 damage to target attacking creature.			
Thundering Giant is unaffected by summoning sickness.				Angelic Page	Su Spirit	1/1	1	Clergy en-Vec	Su Cleric	1/1	1	Erase	Inst		*
Tooth and Claw	Ench			⊕: Target attacking or blocking creature gets +1/+1 until end of turn.				⊕: Prevent 1 damage to any creature or player.				Remove target enchantment from the game. *Erase removes the enchantment from the game instead of sending it to the graveyard. Enchantments such as Brilliant Halo do not go to the graveyard when Erase's ability resolves, so they do not return to their owner's hand.			
Sacrifice two creatures: Put a Carnivore token into play. Treat this token as a 3/1 red creature.				Angelic Protector	Su Angel	2/2	3	Cloudbasher Eagle	Su Bird	2/2	3	Exalted Dragon	Su Dragon	5/5	4
Torch Song	Ench			Flying. If Angelic Protector becomes the target of a spell or ability, it gets +0/+3 until end of turn.				Flying, when Cloudbasher Eagle comes into play, destroy target enchantment.				Flying. Each turn, Exalted Dragon cannot attack unless you sacrifice a land.			
During your upkeep, you may put a verse counter on Torch Song. 2: Sacrifice Torch Song: Torch Song deals X damage to target creature or player, where X is the number of verse counters on Torch Song.				Angry Mob	Su Mob2+*/2+*	2	**	Congregate	Inst		3	Expendable Troops	Su Soldiers	2/1	1
Viashino Bey	Su Viashino	4/3	2	Trample. During your turn, Angry Mob has power and toughness each equal to 2 plus the number of swamps all opponents control. During other turns, Angry Mob has power and toughness each equal to 2.				Target player gains 2 life for each creature in play.				⊕: Sacrifice Expendable Troops: Expendable Troops deals 2 damage to target attacking or blocking creature.			
When Viashino Bey attacks, all creatures you control attack if able.				Animate Wall	EC		*	Contemplation	Ench		1	Eye for an Eye	Inst		**
Viashino Cutthroat	Su Viashino	5/3	2	Play only on a Wall. Enchanted creature can attack as though it were not a Wall.				Whenever you successfully cast a spell, gain 1 life.				Play only when a creature, spell, or effect assigns damage to you. Eye for an Eye deals an equal amount of damage to that source's controller. *Eye for an Eye is played at the beginning of damage prevention. The resulting damage is therefore included in the same damage-prevention step that includes the original damage that allowed this spell to be played. *This isn't a targeted spell. Eye for an Eye deals damage based on the amount of damage the creature, spell, or effect assigned to you. Note that preventing the damage with automatic effects such as protection doesn't reduce the damage dealt by Eye for an Eye.			
Viashino Cutthroat is unaffected by summoning sickness. At end of turn, return Viashino Cutthroat to owner's hand.				Anoint	Inst		*	Conviction	EC		1	Faith Healer	Su Cleric	1/1	1
Viashino Heretic	Su Viashino	1/3	2	Buyback 3. Prevent up to 3 damage to any creature.				Enchanted creature gets +1/+3. *: Return Conviction to owner's hand.				Sacrifice an enchantment: Gain life equal to the sacrificed enchantment's total casting cost.			
1: ⊕: Destroy target artifact. Viashino Heretic deals to that artifact's controller damage equal to the artifact's total casting cost.				Arenson's Aura	Ench		2	CoP: Artifacts	Ench		1	Field of Souls	Ench		2
Viashino Outrider	Su Viashino	4/3	2	*. Sacrifice an enchantment: Destroy target enchantment. 3: ⊕: Counter target enchantment spell. Play this ability as an interrupt.				2: Prevent all damage to you from an artifact source. (Treat further damage from that source normally.) *Spells and abilities that prevent or redirect damage can be played only if appropriate damage is being dealt, therefore only during damage prevention. *If new damage is assigned during a damage-prevention step, it's folded into the existing damage-prevention step rather than starting a step of its own. So if a source assigns damage more than once during damage prevention (typically from a triggered ability such as Manabarbs's), one use of a Circle will prevent all of it.				Whenever a nontoken creature is put into your graveyard from play, put an Essence token into play. Treat this token as a 1/1 white creature with flying.			
Echo.				Armageddon	Sorc		3	CoP: Black	Ench		1	Flickering Ward	EC		*
Viashino Runner	Su Viashino	3/2	3	Destroy all lands.				1: Prevent all damage to you from a black source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.				When you play Flickering Ward, choose a color. Enchanted creature gains protection from the chosen color. *: Return Flickering Ward to owner's hand.			
Viashino Runner cannot be blocked by only one creature.				Armor of Faith	EC		*	CoP: Blue	Ench		1	Gallantry	Inst		1
Viashino Sandscout	Su Viashino	2/1	1	Enchanted creature gets +1/+1. *: Enchanted creature gets +0/+1 until end of turn.				1: Prevent all damage to you from a blue source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.				Target blocking creature gets +4/+4 until end of turn. Draw a card.			
Viashino Sandscout is unaffected by summoning sickness. At end of turn, return Viashino Sandscout to owner's hand.				Armor Silver Gains	Su Silver	2/2	2	CoP: Green	Ench		1	Gerrard's Battle Cry	Ench		*
Viashino Sandswimmer	Su Viashino	3/2	2	Each Silver gains * 2: This creature gets +0/+1 until end of turn.				1: Prevent all damage to you from a green source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.				2 *: All creatures you control get +1/+1 until end of turn.			
Flip a coin. If you win the flip, return Viashino Sandswimmer to owner's hand. Otherwise, sacrifice Viashino Sandswimmer.				Armored Pegasus	Su Pegasus	1/2	1	CoP: Red	Ench		1	Glorious Anthem	Ench		1
Viashino Weaponsmith	Su Viashino	2/2	3	Flying.				1: Prevent all damage to you from a red source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.				All creatures you control get +1/+1.			
Whenever a creature blocks it, Viashino Weaponsmith gets +2/+2 until end of turn.				Auratog	Su Atoq	1/2	1	CoP: Shadow	Ench		1	Greater Realm of Preservation	Ench		1
Vug Lizard	Su Lizard	3/4	1	Sacrifice an enchantment: Auratog gets +2/+2 until end of turn.				1: Prevent all damage to you from a shadow source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.				1 *: Prevent all damage to you from a black or red source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.			
Echo, mountainwalk.				Avening Angel	Su Angel	3/3	3	Crusade	Ench		**	Hanna's Custody	Ench		2
Wall of Diffusion	Su Wall	0/5	1	Flying. If Avening Angel is put into any graveyard from play, you may put Avening Angel on top of owner's library.				All white creatures get +1/+1.				Artifacts cannot be the target of spells or abilities.			
Wall of Diffusion can block creatures with shadow.				Aysen Bureaucrats	Su Bureaucrats	1/1	1	D'Avenant Archer	Su Archer	1/2	2	Heal	Inst		*
Wall of Fire	Su Wall	0/5	1	⊕: Tap target creature with power 2 or less.				⊕: D'Avenant Archer deals 1 damage to target attacking or blocking creature.				Prevent 1 damage to any creature or player. Draw a card at the beginning of the next turn.			
Wall of Fire gets +1/+0 until end of turn.				Bandage	Inst		*	Death Ward	Inst			Healing Salve	Inst		*
Wall of Razors	Su Wall	4/1	1	Prevent 1 damage to any creature or player. Draw a card.				Regenerate target creature.				Choose one—Target player gains 3 life; or prevent up to 3 damage to a creature or player. *Healing Salve is a modal spell, with each mode being legal at different times. Outside of damage prevention, Healing Salve is legal to play only to have a player gain life. During damage prevention, it's legal to play only to prevent damage.			
First strike.				Benalish Hero	Su Hero	1/1	1	Defender of Law	Su Knight	2/1	2	Herald of Serra	Su Angel	3/4	2
Wall of Stone	Su Wall	0/8	1	Banding.				Protection from red. You may play Defender of Law any time you could play an instant.				Flying, echo. Attacking does not cause Herald of Serra to tap.			
Wild Wurm	Su Wurm	5/4	3	Blessed Reversal	Inst		1	Defensive Formation	Ench			Hero's Resolve	EC		1
When Wild Wurm comes into play, flip a coin. If you lose the flip, return Wild Wurm to owner's hand.				Gain 3 life for each creature attacking you.				Instead of the attacking player, you choose how creatures attacking you deal combat damage.				Enchanted creature gets +1/+5.			
Wildfire	Sorc		4	Blessed Wine	Inst		1	Devout Harpist	Su Townfolk	1/1	*	Hidden Retreat	Ench		2
Each player sacrifices four lands, then Wildfire deals 4 damage to each creature.				Gain 1 life. Draw a card at the beginning of next turn.				⊕: Destroy target creature enchantment. *Devout Harpist cannot destroy other types of local enchantments that happen to be on a creature. Cards which "Enchant Permanent," such as Confiscate, cannot be targeted by this ability.				Choose a card in your hand and put it on top of your library. Prevent all damage from an instant or sorcery.			
Winds of Change	Sorc			Blinking Spirit	Su Blinking Spirit	2/2	3	Disciple of Grace	Su Cleric	1/2	1	High Ground	Ench		*
Each player shuffles his or her hand into his or her library, then draws a new hand of as many cards as he or she had before. *Each player draws the same number of cards as he or she shuffled into his or her own library. This is typically the number of cards that player held when resolution began, but not necessarily.				⊕: Return Blinking Spirit to owner's hand.				Protection from black. Cycling 2.				Each creature you control may block one additional creature.			
Word of Blasting	Inst		1	Brainwash	EC			Disenchant	Inst		1	Hipparian	Su Hipparian	1/3	1
Destroy target Wall. That wall cannot regenerate this turn. Word of Blasting deals to that Wall's controller an amount of damage equal to the Wall's total casting cost.				Enchanted creature cannot attack this turn unless its controller pays an additional 3.				Destroy target artifact or enchantment.				Hipparian cannot be assigned to block any creature with power 3 or greater unless you pay an additional 3.			

WHITE

Abbey Gargoyles	Su Gargoyles	3/4	3	**	Play only on a land you control. *: Tap enchanted land: Put a Caribou token into play. Treat this token as a 0/1 white creature. Sacrifice a Caribou token: Gain 1 life.
Absolute Grace	Ench			1	*
All creatures gain protection from black.					
Absolute Law	Ench			1	*
All creatures gain protection from red.					
Advance Scout	Su Soldier	1/1	1	1	*
First strike. *: Target creature gains first strike until end of turn.					
Akron Legionnaire	Su Legionnaire	8/4	6	**	Except for Legionnaires and artifact creatures, creatures you control cannot attack.
Alabaster Potion	Inst			3	**
Target player gains X life, or prevent X damage to any creature or player.					
Alley	Inst			1	*
Buyback 3. Destroy target enchantment.					
Angelic Blessing	Sorc			2	*
Target creature gets +3/+3 and gains flying until end of turn.					

Caribou Range	EL			2	**
Play only on a land you control. *: Tap enchanted land: Put a Caribou token into play. Treat this token as a 0/1 white creature. Sacrifice a Caribou token: Gain 1 life.					
Castle	Ench			3	*
Each untapped creature you control gets +0/+2 unless it is attacking.					
Cataclysm	Sorc			2	**
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.					
Catastrophe	Sorc			4	**
Destroy all lands or all creatures. Creatures destroyed this way cannot regenerate this turn.					
Cessation	EC			2	*
Enchanted creature cannot attack. When Cessation is put into a graveyard from play, return Cessation to owner's hand.					
Change of Heart	Inst			*	*
Buyback 3. Target creature cannot attack this turn.					

Charging Paladin	Su Knight	2/2	2	*	⊕: Charging Paladin attacks, it gets +0/+3 until end of turn.
Clear	Inst			1	*
Destroy target enchantment. Cycling 2.					
Clergy en-Vec	Su Cleric	1/1	1	1	*
⊕: Prevent 1 damage to any creature or player.					
Cloudbasher Eagle	Su Bird	2/2	3	*	Flying, when Cloudbasher Eagle comes into play, destroy target enchantment.
Congregate	Inst			3	*
Target player gains 2 life for each creature in play.					
Contemplation	Ench			1	**
Whenever you successfully cast a spell, gain 1 life.					
Convalescence	Ench			1	*
During your upkeep, if you have 10 or less life, gain 1 life.					
Conviction	EC			1	*
Enchanted creature gets +1/+3. *: Return Conviction to owner's hand.					
CoP: Artifacts	Ench			1	*
2: Prevent all damage to you from an artifact source. (Treat further damage from that source normally.) *Spells and abilities that prevent or redirect damage can be played only if appropriate damage is being dealt, therefore only during damage prevention. *If new damage is assigned during a damage-prevention step, it's folded into the existing damage-prevention step rather than starting a step of its own. So if a source assigns damage more than once during damage prevention (typically from a triggered ability such as Manabarbs's), one use of a Circle will prevent all of it.					
CoP: Black	Ench			1	*
1: Prevent all damage to you from a black source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.					
CoP: Blue	Ench			1	*
1: Prevent all damage to you from a blue source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.					
CoP: Green	Ench			1	*
1: Prevent all damage to you from a green source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.					
CoP: Red	Ench			1	*
1: Prevent all damage to you from a red source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.					
CoP: Shadow	Ench			1	*
1: Prevent all damage to you from a shadow source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.					
CoP: White	Ench			1	*
1: Prevent all damage to you from a white source. (Treat further damage from that source normally.) *See CoP: Artifacts for related rulings.					
Crusade	Ench			**	*
All white creatures get +1/+1.					
D'Avenant Archer	Su Archer	1/2	2	*	⊕: D'Avenant Archer deals 1 damage to target attacking or blocking creature.
Death Speakers	Su Speakers	1/1	1	1	*
Protection from black.					
Death Ward	Inst				*
Regenerate target creature.					
Defender of Law	Su Knight	2/1	2	*	Protection from red. You may play Defender of Law any time you could play an instant.
Defensive Formation	Ench				*
Instead of the attacking player, you choose how creatures attacking you deal combat damage.					
Devout Harpist	Su Townfolk	1/1	*	*	⊕: Destroy target creature enchantment. *Devout Harpist cannot destroy other types of local enchantments that happen to be on a creature. Cards which "Enchant Permanent," such as Confiscate, cannot be targeted by this ability.
Disciple of Grace	Su Cleric	1/2	1	1	*
Protection from black. Cycling 2.					
Disciple of Law	Su Cleric	1/2	1	1	*
Protection from red. Cycling 2.					
Disenchant	Inst			1	*
Destroy target artifact or enchantment.					
Divine Offering	Inst			1	*
Destroy target artifact. Gain an amount of life equal to that artifact's total casting cost. *Nontargeted parts of an effect only care whether the targeted parts fizzle, not whether they actually accomplish anything. So you gain the life even if the target artifact is a creature and regenerates, for example.					
Divine Transformation	EC			2	**
Enchanted creature gets +3/+3.					
Dust to Dust	Sorc			1	**
Remove two target artifacts from the game.					

Elite Archers	Su Soldiers	3/3	5	*	⊕: Elite Archers deals 3 damage to target attacking or blocking creature.
Elite Javelineer	Su Soldier	2/2	2	*	If Elite Javelineer blocks, it deals 1 damage to target attacking creature.
Erase	Inst			*	Remove target enchantment from the game. *Erase removes the enchantment from the game instead of sending it to the graveyard. Enchantments such as Brilliant Halo do not go to the graveyard when Erase's ability resolves, so they do not return to their owner's hand.
Exalted Dragon	Su Dragon	5/5	4	**	Flying. Each turn, Exalted Dragon cannot attack unless you sacrifice a land.
Expendable Troops	Su Soldiers	2/1	1	*	⊕: Sacrifice Expendable Troops: Expendable Troops deals 2 damage to target attacking or blocking creature.
Eye for an Eye	Inst			**	Play only when a creature, spell, or effect assigns damage to you. Eye for an Eye deals an equal amount of damage to that source's controller. *Eye for an Eye is played at the beginning of damage prevention. The resulting damage is therefore included in the same damage-prevention step that includes the original damage that allowed this spell to be played. *This isn't a targeted spell. Eye for an Eye deals damage based on the amount of damage the creature, spell, or effect assigned to you. Note that preventing the damage with automatic effects such as protection doesn't reduce the damage dealt by Eye for an Eye.
Faith Healer	Su Cleric	1/1	1	*	Sacrifice an enchantment: Gain life equal to the sacrificed enchantment's total casting cost.
Field of Souls	Ench			2	**
Whenever a nontoken creature is put					

Title	Type	P/T	Cost	Title	Type	P/T	Cost	Title	Type	P/T	Cost
RoP: White	Ench		1*	Shackles	EC		2*	Tragic Poet	Su Townsfolk	1/1	*
*: Prevent all damage to you from a white source. (Treat further damage from that source normally.) Cycling 2. •See CoP: Artifacts for related rulings.				Enchanted creature does not untap during its controller's untap phase. *: Return Shackles to owner's hand.				☙: Sacrifice Tragic Poet: Return target enchantment card from your graveyard to your hand.			UL
Sacred Boon	Inst		1*	Shaman en-Kor	Su Cleric	1/2	1*	Treasure Hunter	Su Townsfolk	2/2	2*
Prevent up to 3 damage to target creature. At end of turn, put a +0/+1 counter on that creature for each 1 damage prevented in this way.			5E	☙: Redirect 1 damage from Shaman en-Kor to a creature you control. 1*: Redirect to Shaman en-Kor all damage dealt to any one creature from any one source.			SH	When Treasure Hunter comes into play, you may return target artifact card from your graveyard to your hand.			EX
Sacred Ground	Ench		1*	Shield Bearer	Su Soldier	0/3	1*	Truce	Inst		2*
Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.			SH	Banding.			5E	Each player may draw up to two cards. For each card less than two any player draws, that player gains 2 life.			5E
Sacred Guide	Su Cleric	1/1	*	Shield Mate	Su Soldier	1/1	*	Tundra Wolves	Su Wolves	1/1	*
1*: Sacrifice Sacred Guide: Reveal cards from the top of your library until you reveal a white card. Put that card into your hand. Remove all other revealed cards from the game.			TE	Sacrifice Shield Mate: Target creature gets +0/+4 until end of turn.			EX	First strike.			5E
Safeguard	Ench		3**	Shield Wall	Inst		1*	Venerable Monk	Su Cleric	2/2	2*
2*: Target creature deals no combat damage this turn.			TE	All creatures you control get +0/+2 until end of turn.			5E	When Venerable Monk comes into play, gain 2 life.			SH
Samite Blessing	EC		*	Shimmering Barrier	Su Wall	1/3	1*	Voice of Grace	Su Angel	2/2	3**
Enchanted creature gains. "☙: Prevent all damage to any creature from any one source."			SH	First strike, cycling 2.			US	Flying, protection from black.			US
Samite Healer	Su Cleric	1/1	1*	Silent Attendant	Su Cleric	0/2	2*	Voice of Law	Su Angel	2/2	3**
☙: Prevent 1 damage to any creature or player.			5E	☙: Gain 1 life.			US	Flying, protection from red.			US
Sanctum Custodian	Su Cleric	1/2	2**	Skyskroud Falcon	Su Bird	1/1	1*	Wall of Essence	Su Wall	0/4	1*
☙: Prevent up to 2 damage to a creature or player.			US	Flying. Attacking does not cause Skyskroud Falcon to tap.			SH	For each 1 combat damage dealt to Wall of Essence, gain 1 life.			SH
Sanctum Guardian	Su Soldier	1/4	1**	Smite	Inst		*	Wall of Nets	Su Wall	0/7	1**
Sacrifice Sanctum Guardian: Prevent all damage to a creature or player from one source. (Treat further damage from that source normally.)			US	Destroy target blocked creature.			SH	At end of combat, remove from the game all creatures blocked by Wall of Nets. If Wall of Nets leaves play, return to play under their owners' control all creatures removed from the game with Wall of Nets.			EX
Scapegoat	Inst		*	Soltari Champion	Su Soldier	2/2	2*	Wall of Swords	Su Wall	3/5	3**
Sacrifice a creature: Return any number of target creatures you control to owner's hand.			SH	Shadow. If Soltari Champion attacks, all other creatures you control get +1/+1 until end of turn.			SH	Flying.			5E
Seasoned Marshal	Su Soldier	2/2	2**	Soltari Crusader	Su Knight	2/1	2*	Warmth	Ench		1*
Whenever Seasoned Marshal attacks, you may tap target creature.			US	Shadow. 1*: Soltari Crusader gets +1/+0 until end of turn.			TE	Whenever target opponent successfully casts a red spell, gain 2 life.			TE
Seraph	Su Angel	4/4	6**	Soltari Emmissary	Su Soldier	2/1	1*	Warrior Angel	Su Angel	3/4	4**
Flying. Whenever any creature Seraph damaged this turn is put into any graveyard, put that creature into play under your control at end of turn. Sacrifice the creature if you lose control of Seraph. •If a creature damaged by Seraph leaves its owner's graveyard before the Seraph's effect resolves, the effect will do nothing to it, even if the creature has returned to the graveyard. •Whether the creature is a creature card is unimportant. For example, if an Assembly Worker damaged by your Seraph is destroyed, the Seraph effect will put the Mishra's Factory card into play under your control. •The ability triggers when an appropriate creature is put into any graveyard, not when the Seraph damages a creature. Therefore, the player who controls the Seraph as the creature dies is the one who plays the ability at end of turn and who gets control of the creature at that time. This isn't necessarily the player who controlled the Seraph when it damaged that creature. How the Seraph damaged the creature is unimportant. •Triggered portions of an effect don't care what happens prior to the effect's resolution. If you don't control Seraph when the creature is put into play, this won't cause the creature to be destroyed.			5E	Shadow. Soltari Emmissary gains shadow until end of turn.			TE	Flying. For each 1 damage Warrior Angel deals, gain 1 life.			SH
Serene Offering	Inst		1*	Soltari Lancer	Su Knight	2/2	2*	Warrior en-Kor	Su Knight	2/2	**
Destroy target enchantment. Gain life equal to that enchantment's total casting cost.			TE	Shadow. First strike when attacking.			SH	☙: Redirect 1 damage from Warrior en-Kor to a creature you control.			SH
Serra Avatar	Su Avatar	*/*	4**	Soltari Monk	Su Cleric	2/1	**	Waylay	Inst		2*
Serra Avatar has power and toughness each equal to your life total. When Serra Avatar is put into a graveyard, shuffle Serra Avatar into owner's library.			US	Protection from black, shadow.			TE	Put three Knight tokens into play. Treat these tokens as 2/2 white creatures. Remove them from the game at end of turn.			US
Serra Bestiary	EC		**	Soltari Priest	Su Cleric	2/1	**	Welkin Hawk	Su Bird	1/1	1*
During your upkeep, pay ** or sacrifice Serra Bestiary. Enchanted creature cannot attack, block, or play any ability that includes ☙ in its activation cost.			5E	Protection from red, shadow.			TE	Flying. If Welkin Hawk is put into any graveyard from play, you may search your library for a Welkin Hawk card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards.			EX
Serra Paladin	Su Paladin	2/2	2**	Soltari Trooper	Su Soldier	1/1	1*	White Knight	Su Knight	2/2	**
☙: Prevent 1 damage to any creature or player.			5E	Shadow. If Soltari Trooper attacks, it gets +1/+1 until end of turn.			5E	First strike, protection from black.			5E
1** ☙: Tapping this turn does not cause target creature to tap.			5E	Soltari Visionary	Su Cleric	2/2	1**	Winds of Rath	Sorc		3**
Serra Zealot	Su Soldier	1/1	*	Shadow. If Soltari Visionary damages any player, destroy target enchantment that player controls.			EX	Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.			TE
First strike.			US	Songstitcher	Su Cleric	1/1	*	Worship	Ench		3*
Serra's Embrace	EC		2**	1*: Target attacking creature with flying deals no combat damage this turn.			US	Damage that would reduce your life to less than 1 instead reduces it to 1 if you control a creature. •Worship doesn't prevent damage—it just changes what happens at the time damage would normally be subtracted from your life total. Abilities that trigger on damage (Abyssal Specter's, Somnophore's, and so on) are unaffected, because they will have already triggered when the damage was first dealt, before being applied to the player's life total.			US
Enchanted creature gets +2/+2 and gains flying. Attacking does not cause enchanted creature to tap.			US	Soul Sculptor	Su Townsfolk	1/1	2**	Worthy Cause	Inst		*
Serra's Hymn	Ench		*	1* ☙: Target creature becomes an enchantment and loses all abilities until a player successfully casts a creature spell.			US	Buyback 2. Sacrifice a creature: Gain life equal to the sacrificed creature's toughness.			TE
During your upkeep, you may put a verse counter on Serra's Hymn. Sacrifice Serra's Hymn: Prevent up to X damage total to any number of creatures and/or players, where X is the number of verse counters on Serra's Hymn.			US	Soul Warden	Su Cleric	1/1	*	Wrath of God	Sorc		2**
Serra's Liturgy	Ench		2**	Whenever any other creature comes into play, gain 1 life.			EX	Destroy all creatures. Those creatures cannot be regenerated this turn. •This spell isn't targeted and doesn't deal damage, so protection from white won't save a creature.			5E
During your upkeep, you may put a verse counter on Serra's Liturgy. *, Sacrifice Serra's Liturgy: Destroy up to X target artifacts and/or enchantments, where X is the number of verse counters on Serra's Liturgy.			US	Spirit en-Kor	Su Spirit	2/2	3*	Youthful Knight	Su Knight	2/1	1*
				Flying. ☙: Redirect 1 damage from Spirit en-Kor to a creature you control.			SH	First strike.			SH
				Spirit Link	EC		*	Zealot en-Dal	Su Soldiers	2/4	3*
				For each 1 damage enchanted creature deals, gain 1 life. •Gaining life is a function of Spirit Link, not an ability granted to the creature. If you have multiple Spirit Links on the same creature, each of them will give you life when that creature deals damage. You're the one who gains the life, even if you don't control the creature. However, you can gain life only if Spirit Link is in play at the end of the appropriate damage prevention step. Protection from a color prevents all damage of the appropriate color, which will prevent life from being gained.			5E	During your upkeep, if all nonland permanents you control are white, gain 1 life.			EX
				Spirit Mirror	Ench		2**				
				During your upkeep, if there are no Reflection tokens in play, put a Reflection token into play. Treat this token as a 2/2 white creature. ☙: Destroy target Reflection.			TE				
				Standing Troops	Su Soldiers	1/4	2**				
				Attacking does not cause Standing Troops to tap.			EX				
				Staunch Defenders	Su Soldiers	3/4	3**				
				When Staunch Defenders comes into play, gain 4 life.			TE				
				Sustainer of the Realm	Su Angel	2/3	2**				
				Flying. Whenever Sustainer of the Realm blocks, it gets +0/+2 until end of turn. •See Karn, Silver Golem for related rulings.			UL				
				Talon Sliver	Su Sliver	1/1	1*				
				All Slivers gain first strike.			TE				
				Temper	Inst		1**				
				Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.			SH				

Banned & Restricted

CLASSIC (TYPE I) BANNED*
 Amulet of Quoz
 Bronze Tablet
 Channel
 Chaos Orb
 Contract from Below
 Darkpact
 Demonic Attorney
 Divine Intervention
 Falling Star
 Jeweled Bird
 Mind Twist
 Rebirth
 Shahrzad
 Tempest Efreet
 Timmerian Fiends

Mox Ruby
 Mox Sapphire
 Rebirth
 Recall
 Regrowth
 Shahrzad
 Sol Ring
 Strip Mine
 Stroke of Genius
 Tempest Efreet
 Time Spiral
 Time Walk
 Timewalker
 Timmerian Fiends
 Tolarian Academy
 Underworld Dreams
 Wheel of Fortune
 Windfall
 Zuran Orb

CLASSIC (TYPE I) RESTRICTED
 Ancestral Recall
 Balance
 Berserk
 Black Lotus
 Black Vise
 Braingeyser
 Demonic Tutor
 Fastbond
 Fork
 Ivory Tower
 Library of Alexandria
 Mirror Universe
 Mox Emerald
 Mox Jet
 Mox Pearl
 Mox Ruby
 Mox Sapphire
 Recall
 Regrowth
 Sol Ring
 Strip Mine
 Stroke of Genius
 Time Spiral
 Time Walk
 Timewalker
 Tolarian Academy
 Underworld Dreams
 Wheel of Fortune
 Windfall

EXTENDED BANNED*
Any cards from the following limited-edition expansions and basic sets are banned unless they are reprinted in a legal set, limited or otherwise:
 Arabian Nights
 Antiquities
 Legends
 Limited
 Unlimited

The following individual cards are also banned in Extended format:
 Balance
 Black Vise
 Channel
 Demonic Tutor
 Fastbond
 Hypnotic Specter
 Ivory Tower
 Kird Ape
 Land Tax
 Mana Crypt
 Maze of Ith
 Mind Twist
 Regrowth
 Serendib Efreet
 Sol Ring
 Strip Mine
 Tolarian Academy
 Wheel of Fortune
 Windfall
 Zuran Orb

CLASSIC-RESTRICTED (TYPE 1.5) BANNED*
 Amulet of Quoz
 Ancestral Recall
 Balance
 Berserk
 Black Lotus
 Black Vise
 Braingeyser
 Bronze Tablet
 Channel
 Chaos Orb
 Contract from Below
 Darkpact
 Demonic Attorney
 Divine Intervention
 Falling Star
 Fastbond
 Fork
 Ivory Tower
 Jeweled Bird
 Library of Alexandria
 Mind Twist
 Mirror Universe
 Mox Emerald
 Mox Jet
 Mox Pearl

STANDARD (TYPE II) BANNED
 Dream Halls
 Earthcraft
 Fluctuator
 Lotus Petal
 Recurring Nightmare
 Time Spiral
 Tolarian Academy
 Windfall

URZA BLOCK CONSTRUCTED BANNED
 Time Spiral
 Windfall

*Any ante card contained in any newly released card set





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Card name	color	rarity	price	premium	Card name	color	rarity	price	premium
About Face	R	C	\$25	\$6.00	Hope and Glory	W	U	\$75	\$14.00
Angel's Trumpet	A	U	\$1.00	\$14.00	Impending Disaster	R	R	\$6.00	\$49.00
Angelic Curator	W	C	\$25	\$6.00	Intervene	U	C	\$25	\$6.00
Anthropiasm	U	R	\$3.00	\$25.00	Iron Maiden	A	R	\$6.00	\$49.00
Archivist	U	R	\$5.00	\$39.00	Iron Will	W	C	\$25	\$6.00
Aura Flux	U	C	\$25	\$6.00	Jhoira's Toolbox	A	U	\$1.00	\$14.00
Avallanche Riders	R	U	\$2.00	\$22.00	Karmic Guide	W	R	\$5.50	\$44.00
Beast of Burden	A	R	\$3.00	\$26.00	King Crab	U	U	\$1.00	\$14.00
Bloated Toad	G	U	\$1.00	\$14.00	Knighthood	W	U	\$1.00	\$14.00
Blessed Reversal	W	R	\$3.00	\$26.00	Last-Ditch Effort	R	U	\$2.00	\$19.00
Bone Shredder	B	U	\$3.00	\$22.00	Lava Axe	R	C	\$25	\$6.00
Bouncing Beebles	U	C	\$25	\$6.00	Levitation	U	U	\$1.00	\$14.00
Brink of Madness	B	R	\$4.00	\$32.00	Lone Wolf	G	U	\$1.00	\$14.00
Burst of Energy	W	C	\$25	\$6.00	Lurking Skirge	B	R	\$3.00	\$33.00
Cessation	W	C	\$25	\$6.00	Martyr's Cause	W	U	\$1.00	\$14.00
Cloud of Faeries	U	C	\$50	\$10.00	Memory Jar	A	R	\$7.00	\$56.00
Crawlspace	A	R	\$2.00	\$25.00	Might of Oaks	G	R	\$5.00	\$39.00
Crop Rotation	G	C	\$25	\$6.00	Miscalculation	U	C	\$1.00	\$14.00
Damping Engine	A	R	\$5.00	\$45.00	Molten Hydra	R	R	\$3.00	\$29.00
Darkwatch Elves	G	U	\$1.00	\$14.00	Mother of Runes	W	U	\$1.50	\$17.00
Defense Grid	A	R	\$5.50	\$42.00	Mulrani, Maro Sorcerer	G	R	\$11.00	\$89.00
Defense of the Heart	G	R	\$6.50	\$49.00	Mulrani's Acolyte	G	C	\$25	\$6.00
Defender of Chaos	R	C	\$25	\$6.00	Mulrani's Presence	G	U	\$1.00	\$15.00
Defender of Law	W	C	\$25	\$6.00	No Mercy	B	R	\$7.00	\$56.00
Delusion of Mediocrity	U	R	\$4.50	\$39.00	Opal Champion	W	C	\$25	\$6.00
Deranged Hermit	G	R	\$5.50	\$45.00	Opal Avenger	W	R	\$3.00	\$29.00
Devout Harpist	W	C	\$25	\$6.00	Opportunity	U	U	\$1.00	\$14.00
Engineered Plague	B	U	\$2.00	\$20.00	Ostracize	B	C	\$50	\$9.00
Erase	W	C	\$50	\$10.00	Palinchron	U	R	\$13.00	\$89.00
Eviscerator	B	R	\$4.00	\$35.00	Parch	R	C	\$50	\$9.00
Expendable Troops	W	C	\$25	\$6.00	Peace and Quiet	W	U	\$1.00	\$14.00
Faerie Conclave	L	U	\$2.00	\$20.00	Phyrexian Broodlings	B	C	\$25	\$6.00
Flecting Image	U	R	\$4.00	\$35.00	Phyrexian Debaser	B	C	\$25	\$6.00
Fog of Gnats	B	C	\$25	\$6.00	Phyrexian Defiler	B	U	\$1.00	\$14.00
Forbidding Watchtower	L	U	\$2.00	\$20.00	Phyrexian Denouncer	B	C	\$25	\$6.00
Frantic Search	U	C	\$75	\$9.00	Phyrexian Plaguelord	B	R	\$3.00	\$29.00
Gang of Elk	G	U	\$1.00	\$14.00	Phyrexian Reclamation	B	U	\$1.00	\$14.00
Ghitu Encampment	L	U	\$1.00	\$14.00	Vigilant Drake	B	C	\$25	\$6.00
Ghitu Firecater	R	U	\$1.00	\$14.00	Walking Sponge	U	U	\$1.00	\$14.00
Ghitu Slinger	R	C	\$50	\$9.00	Weatherseed Elf	G	C	\$25	\$6.00
Ghitu War Cry	R	U	\$1.00	\$14.00	Weatherseed Faeries	U	C	\$25	\$6.00
Giant Cockroach	B	C	\$25	\$6.00	Weatherseed Treefolk	G	R	\$8.00	\$64.00
Goblin Medics	R	C	\$25	\$6.00	Wheel of Torture	A	R	\$5.00	\$39.00
Goblin Welder	R	R	\$3.50	\$32.00	Wing Snare	G	U	\$1.00	\$14.00
Granite Grip	R	C	\$25	\$6.00	Yavimaya Cranger	G	C	\$25	\$6.00
Grin Monolith	A	R	\$6.00	\$45.00	Yavimaya Scion	G	C	\$25	\$6.00
Harmonic Convergence	G	U	\$1.00	\$14.00	Yavimaya Wurm	G	C	\$25	\$6.00
Hidden Gibbons	G	R	\$3.00	\$29.00					

Prices are subject to change. Call for availability of premium cards.

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DUELIST PRICE INDEX

THE UPS AND DOWNS OF REPRINTS

by Alex Shvartsman

HOW TO USE THIS GUIDE

The prices presented here are the result of a nationwide survey of retailers. All prices, high, median, and low, are real. The median is similar to an average price (also called the mean in high-school mathematical terms). The difference is that the median is an actual value that is located in the middle of an ordered list of all values, while the mean is the total of all values, divided by the number of values. The variations between high, median and low reflect the differences in regional supply and demand. The index shows the change in the median from last month's DPI. Amounts in the index column are black when a card's value increases, and red when it decreases.

The high and low are best used to determine the price range for a given card. When purchasing cards, it's very likely that the price will fall somewhere between the listed high and low, and is likely to be closer to the median than to high or low.

When trading cards, it's best to compare their median prices. The high and low often fluctuate depending on where you are in the country. For the most stable comparison, the median is the way to go. The tradability rating (TR) can also be used to help determine the demand for a card.

CARD CONDITION

Mint—Fresh out of the pack, cards are almost always in mint condition. Cards that are not straight out of a booster may still be in mint condition but typically are not, unless they've been protected somehow since opening.

Near Mint—Upon first inspection, mint and near mint condition cards should seem identical. Near mint condition cards are different only by the virtue of one or two barely detectable marks. All DPI prices are for mint/near mint condition cards. The distinction is so minor that one or two indiscernible marks do not devalue the card.

Very Fine—Bearing one or two small but noticeable marks, which can include small scratches, whitened corners, and minor scuff marks. Very fine condition cards are worth about 70-90 percent of a mint/near mint version of the same card.

Fine—Cards that have many minor defects—whitened corners, scratches, and scuff marks—but no major marks, such as creases, folds, or extensive scuff marks. Fine condition cards are worth about 60-80 percent of a mint/near mint version of the same card.

Good—Similar to a card in fine condition, but with more pronounced defects, or one or two major marks. Good condition cards are worth about 30-70 percent of a mint/near mint version of the same card.

Poor—Heavily played, creased, or folded cards are considered to be in poor condition. Generally, poor condition cards that are not in limited supply have little or no value. Poor condition cards that are difficult to find in mint/near mint condition are worth about 10-50 percent of a mint/near mint version of the same card.

When players opened their first *Ice Age* boosters, they were surprised to find several familiar cards among the new ones. Cards like Disenchant, Stone Rain, Dark Ritual, and basic lands—stuff that has since been included in many sets. The biggest surprise, however, was the return of Icy Manipulator, a card that was removed from the basic set because it was too powerful.

Those lucky enough to own earlier versions of Icy Manipulator were dismayed. What would happen to the value of their cards now that the same thing was available as an *Ice Age* uncommon? An unexpected thing happened. The price of and demand for Unlimited and Beta versions of the card went up!

A short while later, *Chronicles* was released. This set introduced no new cards. Instead, many of the old favorites were reprinted with the same art and white borders. This time around, the reprints not only decreased the value of the older versions of the cards, but also served to reduce interest in collecting out-of-print cards in general. Many old-time collectors remember the period between the *Legends* and *Chronicles* card sets as the golden age of the secondary market. Some go so far as to claim that releasing *Chronicles* hurt the secondary market so much, it will never again reach the same level.

The secondary market for Magic: The Gathering cards is a curious animal. Apparently, reprinting a card could jack its price up or send it to the bargain bin. There's no apparent way to predict which will happen. Those who own expensive, out-of-print cards should not despair, though—Wizards of the Coast released a long list of cards they guaranteed would never be reprinted.

Some of the inexpensive older cards are being reprinted all the time. *Legends' Force Spike* has gone up in value ever since being printed in the *Fifth Edition* card set. *Legends' Presence of the Master*, on the other hand, has not been much affected by its reincarnation in the *Urza's Saga* expansion.

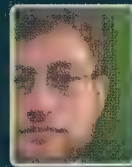
Although Wizards of the Coast promised not to reprint certain cards, game designers did not want to deprive players of the powerful effects provided by some of those cards. Starting with the *Alliances* card set, balanced versions of many of the popular power cards were printed. Diminishing Returns, Lion's Eye Diamond, Mox Diamond, Time Spiral, and several others produce effects similar to those of older power cards, but limited by higher casting costs or various side effects. So far, none of these cards have caused a decrease in the value of the original cards.

One notable exception is *Stroke of Genius*. This card quickly replaced *Braingeyser*. Despite the facts that *Stroke of Genius* became restricted in Classic play and *Braingeyser* became unrestricted in Extended play, the demand for *Braingeyser* has deteriorated. Such an occurrence is unlikely to happen again any time soon.

Generally speaking, you are unlikely to suffer a loss if one of the older cards you've been cherishing gets reprinted. Being able to play with rare, black-bordered versions of popular cards has become something of a status symbol in the tournament circuit. Not every player cares whether he or she is playing with all-Beta lands or all-*Mirage* lands—but enough do to ensure that basic lands from Beta and *Unglued* are sold at a buck apiece. For the same reason, the price of an original Icy Manipulator went up after *Ice Age* and back down after Icy Manipulator was no longer legal in Standard play. For that same reason, the price of an Icy Manipulator is unlikely to change despite the release of *Ring of Gix*.

The secondary market is driven by the new releases. Yet don't hesitate to hang on to some of the older cards. They have their uses in Extended and Classic formats. Who knows, one of them might appear in a future expansion.

The Fine Print—The prices listed are based on the experience of the authors and a select group of nationwide consultants. They are presented as a guide for information purposes only. No one is obligated in any way to buy, sell, or trade according to the prices. Condition, rarity, demand, and the reader's desire to own determine the actual price paid. No offer to buy or sell at the prices listed is intended or made. Buying and selling is conducted at the reader's risk. Neither the authors nor the publisher assume any liability for any losses suffered for use of, or any typographic errors contained in, this guide. All value estimates are presented in U.S. dollars.



Alex Shvartsman

<ashv@concentric.net>
has managed to hang on to over 200 copies of *Mundango* (from the *Visions* expansion).

CENTRAL

- * **BlackHills Magic**
914 Main St.
Rapid City, SD 57701
Contact: Jack Korsen
Phone: (605) 343-5531
skorsen@rapidnet.com
- * **Cosmic Comics - Helena**
109 E. 6th Ave.
Helena, MT 59601
Contact: Peggy Bahls
Phone: (406) 442-8003
cosmic@centric.net
- * **Dragon's Den**
3801 W. 34th St., Suite 115
Sioux Falls, SD 57106
Contact: Larry Kohman
Phone: (605) 361-4343
dragons_den@ideasign.com
- * **Imagination Unlimited**
1900 N. 5th St.
Grand Junction, CO 81501
Contact: Verna Feuerborn
Phone: (970) 243-2963
- * **Level 12**
114 W. 2nd St.
Casper, WY 82601
Contact: Mark Bull
Phone: (307) 266-5303
splort@cofey.com
- * **The Splash Page - Missoula**
1900 Brook St.
Missoula, MT 59801
Contact: Scott Phelps
Phone: (406) 543-9944
scott@thesplashpage.com

MID-ATLANTIC

- * **All Star Comics & Cards**
1151 Quentin Rd.
Lebanon, PA 17042
Contact: Kevin Furhman
Phone: (717) 228-1855
- * **Comic Shop Plus**
235 S. 21st St.
Newark, OH 43055
Contact: Gary Mackus
Phone: (740) 344-5471
saless@infinet.com
- * **Comicquest**
1328 Chestnut St.
Emmaus, PA 18049
Contact: Tom Barnes
Phone: (610) 966-0199
tj@enter.net
- * **Game Trader**
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Cuyahoga Falls, OH 44221
Contact: Lee McLain
Phone: (330) 922-4263
gtrader@raex.com
- * **Guardian Comics**
114 Smallwood Village
Waldorf, MD 20602
Contact: Paul Ragsdale
Phone: (301) 638-0898
pragsdal@big.com
- * **Legends Collectors Emporium**
1757 George Washington Memorial Hwy
Gloucester Point, VA 23062
Contact: Robert Bear
Phone: (804) 642-5515
webmaster@legendsmtg.com
- * **Richmond Comix**
8517 Midlothian Turnpike
Richmond, VA 23235
Contact: Frank Miller
Phone: (804) 330-3460
richmix@cyberwks.net
- * **Spellbinders**
257 S. Water St.

- Kent, OH 44240
Contact: Paul Burdick
Phone: (330) 673-2230
zuranguy@aol.com
- * **Total Access Games**
7217 Stonewall Parkway
Mechanicsville, VA 23111
Contact: John Bowles
Phone: (804) 559-1124
total-access@mindspring.com

MIDWEST

- * **Big League Baseball Cards Supply**
527 N. Sheridan St.
Crown Point, IN 46307
Contact: Tim Malott
Phone: (219) 663-7537
save@big-league.com
- * **C&C Collectables**
4521 W. Ballantine Highway
Madison, WI 53711
Contact: Barry Wyatt
Phone: (608) 288-1800
c_and_c@vis.com
- * **Chimera Hobby Shop-Il**
425 W. College Ave.
Appleton, WI 54911
Contact: Bob Moses
Phone: (920) 735-1201
chimera@isysys.net
- * **Downtown Comics**
111 N. Pennsylvania St.
Indianapolis, IN 46204
Contact: Kevin Dolen
Phone: (317) 237-0398
dte@indy.net
- * **Dragon Fire Comics**
1800 N.W. 86th St.
Clive, IA 50325
Contact: Doug & Jeff
Phone: (515) 270-5371
- * **Galaxy Cards & Comics**
2707 Aurora Ave.
Naperville, IL 60540
Contact: Dan Pflieger
Phone: (630) 778-1144
galaxycom1@aol.com
- * **Heroes Comics**
4562 Chloee
Pikeville, KY 41501
Contact: Ben Crisman
Phone: (606) 432-4376
- * **In Your Face Comics**
2350 E. Stop 11 Rd.
Indianapolis, IN 46227
Contact: Alex Heminger
Phone: (317) 888-9961
angelal@iguest.net
- * **Kahok Cards**
104 S. Morrison
Callinsville, IL 62234
Contact: Michael Castelli
Phone: (618) 345-6453
dizdugout@aol.com
- * **Outer Limits/White Cap Comics**
1120 Burton S.W.
Wyoming, MI 49509
Contact: Dan Collins
Phone: (616) 452-1348
rex2man@aol.com
- * **S & S Collectibles**
3508 S. 22nd St.
St. Joseph, MO 64503
Contact: Sam Bradford
Phone: (816) 233-4413
sandscomputing@sandscomputing.com
- * **Sibley Lumber Centers**
25212 Harper Ave.
St. Clair Shores, MI 48081
Contact: Howard Dawson
Phone: (810) 772-2020

NORTHEAST

- * **Dragon's Lair**
1144 New Britain Ave.
West Hartford, CT 06110
Contact: Vince Seese
Phone: (860) 231-1915
drnlair@aol.com
- * **Flights of Fantasy**
217 Central Avenue
Albany, NY 12206
Contact: Maria Perry
Phone: (518) 433-8803
fof@albany.net
- * **Heavenly Collectibles**
863 72nd St.
Brooklyn, NY 11228
Contact: Reynaldo Torres
Phone: (718) 921-0450
- * **Jam's Comic Connection**
435 King St.
Littleton, MA 01460
Contact: Joan Sekelsky
Phone: (978) 486-1099
jamscomics@aol.com
- * **Lenox SportsCards & Gaming**
55 Pittsfield Rd.
Lenox, MA 01240
Contact: Bill Mitkoff
Phone: (413) 637-5243
- * **Millenium Games & Hobbies**
3047 W Henrietta Road
Rochester, NY 14623
Contact: Edward Fear
Phone: (716) 427-2190
ed@zendragon.com
- * **Neutral Ground - New York**
122 W. 26th St., 4th Floor
New York, NY 10001
Contact: Brian David-Marshall
Phone: (212) 633-1288
info@nground.com
- * **New Hampshire Magic Outpost**
761 Candia Rd.
Chester, NH 03036
Contact: Raymond Anderson
Phone: (603) 483-2276
maroken@aol.com
- * **Rah Coco's**
1063 Chalkstone Ave.
Providence, RI 02908
Contact: Regan Hurst
Phone: (401) 861-3221
- * **Saratoga Sci-Fi**
Wilton Mall
Saratoga Springs, NY 12866
Contact: Doug Chang
Phone: (518) 584-2699
doug@scifizon.com
- * **The Brass Dragon**
272 Main St.
Torrington, CT 06790
Contact: Brian Mukibaier
Phone: (860) 489-5262
brassdragon@snet.net
- * **The Game Zone**
903 Central Ave. #8
Dover, NH 03820
Contact: Mark Hutchinson
Phone: (603) 749-2242
- * **The Grid**
687 Main St.
Manchester, CT 06040

NORTHWEST

- * **Allegiance Games**
1210 First Street
Snohomish, WA 98290
Contact: David Gerrard
Phone: (360) 568-1785
renegade37@worldnet.att.net
- * **Emerald City Comics**
770 E. 13th
Eugene, OR 97401
Contact: Stuart Bracken
Phone: (541) 345-2568
- * **Gambit Games**
1037 Northwest Brooks St.
Bend, OR 97701
Contact: Brad Irwin
Phone: (541) 330-8196
- * **Games Plus**
77612 140th Ave. N.E.
Woodinville, WA 98072
Contact: Donald Forbis
Phone: (425) 485-7295
gamespls@isomedia.com
- * **Somerville Entertainment**
8008 W. Scardale
Boise, ID 83704
Contact: Ken Somerville
Phone: (208) 368-5277
somerant@micron.net

SOUTHEAST

- * **Blackthorn**
1430 Highway 70E
Dickson, TN 37055
Contact: Mark Amoroso
Phone: (615) 446-6057
blktorn@aol.com
- * **Bunje's Books and Comics**
1414 Highway 16 W.
Griffin, GA 30223
Contact: Bill Phillips
Phone: (770) 412-6723
smivvins@aol.com
- * **Games & Things**
1575-G Fort Campbell Blvd.
Clarksville, TN 37042
Contact: Kenneth Hawkins
Phone: (931) 553-0381
- * **Games Galore - Raleigh**
6570 Glenwood Ave.
Raleigh, NC 27612
Contact: Chris Killmeyer
Phone: (919) 781-4263
gamesgalore@compuserve.com
- * **Neutral Ground - Atlanta**
281 South Main Street 103 B
Alpharetta, GA 30004
Contact: Rudy Edwards
Phone: (770) 753-0030
efreet@mindspring.com
- * **Outer Limit Comics**
100 N. Houston Lake Blvd.
Centerville, GA 31028
Contact: David Davenport
Phone: (912) 953-7867
ded127@aol.com
- * **Underground Games**
83-16 Pineville-Mathews Road Suite 903
Charlotte, NC 28226
Contact: Jason Vogt
Phone: (704) 543-7400
collectiblecards@perigee.net

SOUTH

- * **Bibliotech Books and Comics**
123 E. Main
Shawnee, OK 74801
Contact: Randolph Grizzle
Phone: (405) 275-9494
rgrizzle@aol.com
- * **Browser Games**
5608 Pinemont
Houston, TX 77092
Contact: Deana Fortine
Phone: (713) 680-1870
deana@browsersgames.com
- * **Evolution Comix**
912 Adams
Alamogordo, NM 88310
Contact: John Thomas
Phone: (505) 434-9350
evocom@waco.com
- * **Grand Slam Sports & Comics**
3436 Williams Rd.
Fort Worth, TX 76116
Contact: Chuck Royal
Phone: (817) 244-7311
magic_grandslam@hotmail.com
- * **Ivory & Steel**
1585 Cimarron Plaza
Stillwater, OK 74075
Contact: Jason Lewis
Phone: (405) 372-3905
ivorystl@ionet.net
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3808A Kemp Blvd.
Wichita Falls, TX 76308
Contact: Shelton Fugate
Phone: (940) 692-7571
pegloft@wf.quik.com

WEST

- * **All Star Baseball**
912 S. Robertson Blvd.
Los Angeles, CA 90035
Contact: Richard Lo Scalzo
Phone: (310) 652-2904
allstarcards@earthlink.net
- * **Amazing Comics & Cards**
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Phone: (562) 493-4427
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- * **Arizona Collector's Paradise**
1600 N. 74th St.
Scottsdale, AZ 85257
Contact: George Velaz
Phone: (602) 970-6744
azpar@aol.com
- * **BCS Books & Comics**
701 Inwood Dr.
Bryan, TX 77802
Contact: Guy Jones
Phone: (409) 846-7412
jeark@cyber.com
- * **Coat Jesters**
1117 E. Main St., #102
Alhambra, CA 91801
Contact: Frank Burr
Phone: (626) 284-2607
frank@coajesters.com
- * **North Coast Role Playing**
609 E. St.
Eureka, CA 95501
Contact: Barry Osser
Phone: (707) 444-2288
ossincrp@mail.northcoast.com
- * **Thunder & Lightning Cards**
1716 Colorado Blvd.
Los Angeles, CA 90041
Contact: Art Sughomian
Phone: (323) 341-5600
tlgaming@aol.com

Meet the Contributors

On this page you'll find the names of all the retailers who've contributed their price lists. Without their help, we wouldn't have any prices. Part of their reward can be seen throughout the DPI, in the form of "Shop Talk." Every month Shop Talk will feature eight contributors, one from each region, voicing their opinions about a variety of topics. If you see a

store in your area that you didn't know about, give them a call. They could be closer than you think. Our "financial consultants" are some of the most skilled traders in the United States. Bill Macey, Dan Bock, Randall Newell, and Alex Shvartsman will be keeping us up to date on what Magic cards are being traded and which ones are just collecting dust.

ANY QUESTIONS?

If you have any questions or comments, please send them to superskrull@wizards.com

or:

DPI Questions
P.O. Box 707
Renton, WA 98052-0707

Item	High	Med	Low	TR	+/
Complete Set	\$4,500	\$3,275	\$1,800	5	
Booster Display	3,500	2,800	1,800	5	
Booster Pack	185	110	80	5	
Starter Display	2,500	2,000	1,300	5	
Starter Deck	250	200	100	5	
Typical Common	2.00	1.00	0.50	1	
Air Elemental	U	\$4.00	\$2.00	\$2.00	2
Ancestral Recall	R	200.00	150.00	75.00	5
Animate Artifact	U	5.00	2.00	1.50	2
Animate Dead	U	4.00	2.00	2.00	2
Animate Wall	R	10.00	7.00	3.00	2
Ankh of Mishra	R	10.00	8.00	3.00	2
Armageddon	R	30.00	23.50	6.00	4
Aspect of Wolf	R	10.20	8.00	4.00	2
Bad Moon	R	20.00	15.00	5.00	3
Badlands	R	45.00	32.93	15.00	4
Balance	R	25.00	16.50	6.00	3
Basalt Monolith	U	5.00	4.45	2.00	2
Bayou	R	45.00	36.00	15.00	4
Berserk	U	45.00	39.00	20.00	3
Birds of Paradise	R	35.00	20.00	8.00	3
Black Knight	U	10.00	5.00	2.00	3
Black Lotus	R	400.00	390.00	275.00	5
Black Vise	U	9.00	5.00	2.00	2
Black Ward	U	3.00	2.00	1.50	2
Blaze of Glory	R	55.00	40.00	25.00	3
Blessing	R	13.00	10.00	5.00	2
Blue Ward	U	3.00	2.00	1.50	2
Bog Wraith	U	4.00	2.00	2.00	2
Brainweaver	R	25.00	20.00	6.00	3
Burrowing	U	3.00	2.00	1.50	2
Camouflage	U	20.00	10.00	2.00	2
Castle	U	3.00	2.00	2.00	2
Celestial Prism	U	4.00	2.00	2.00	2
Channel	U	4.00	2.00	2.00	2
Chaos Orb	R	100.00	75.00	45.00	4
Chaoslace	R	10.00	6.00	2.00	2
Clockwork Beast	R	10.00	7.00	3.00	2
Clone	U	10.00	8.00	1.50	2
Cockatrice	R	12.75	10.00	5.00	2
Consecrate Land	U	20.40	10.00	2.00	2
Conservator	U	4.00	2.00	1.50	2
Contract from Below	R	10.00	8.00	3.00	2
Control Magic	U	5.00	3.00	2.00	2
Conversion	U	3.00	2.00	2.00	2
Copper Tablet	U	18.00	10.50	2.00	2
Copy Artifact	R	20.00	19.55	5.00	3
Counterspell	U	15.00	8.50	3.00	3
Crusade	R	20.00	15.00	6.00	3
Crystal Rod	U	4.00	2.00	2.00	2
Cursed Land	U	3.00	2.00	2.00	2
Cyclopean Tomb	R	80.00	65.00	25.00	4
Dark Ritual	C	3.00	2.00	0.50	1
Darkpact	R	10.00	8.00	3.00	2
Deathgrip	U	3.00	2.00	2.00	2
Deathlace	R	10.00	5.50	2.00	2
Demonic Attorney	R	10.00	6.00	3.00	2
Demonic Hordes	R	25.00	20.00	10.00	3
Demonic Tutor	U	20.00	12.00	3.00	2
Dingus Egg	R	10.00	8.50	4.00	2
Disenchant	C	5.00	3.00	0.50	1
Disintegrate	C	3.00	1.25	0.50	1
Disrupting Scepter	R	20.00	12.00	5.00	3
Dragon Whelp	U	5.00	3.00	2.00	2
Drain Power	R	10.00	7.00	3.00	2
Dwyrvm Demolition Team	U	10.00	8.00	2.00	2
Earth Elemental	U	3.00	2.00	2.00	2
Earthquake	R	20.00	12.00	3.00	3
Elvish Archers	R	20.00	10.00	5.00	3
Evil Presence	U	5.00	2.00	2.00	2
Fate Orders	C	6.00	3.67	0.50	1
Farmstead	R	10.00	8.00	3.00	3
Fastbond	R	12.00	10.00	4.00	3
Feedback	U	4.00	2.00	2.00	2

Item	High	Med	Low	TR	+/
Fire Elemental	U	3.00	2.00	2.00	2
Fireball	C	4.00	2.55	0.75	1
Flashfires	U	3.00	2.00	2.00	2
Force of Nature	R	40.00	20.00	5.00	3
Fortified	R	125.00	100.00	70.00	3
Fork	R	40.00	30.00	14.00	3
Fungusaur	R	10.20	10.00	5.00	2
Gaea's Liege	R	20.00	11.00	5.00	2
Gauntlet of Might	R	125.00	100.00	60.00	3
Glasses of Urza	U	4.00	2.00	1.50	2
Gloom	U	4.00	2.00	2.00	2
Goblin Balloon Brigade	U	3.00	2.00	2.00	2
Goblin King	R	12.00	14.00	5.00	2
Granite Gargoyle	R	16.00	13.03	5.00	3
Green Ward	U	3.00	2.00	1.50	2
Helm of Chutzuk	R	10.00	7.00	3.00	2
Hive, The	R	11.05	8.00	2.00	2
Howling Mine	R	25.00	15.00	5.00	3
Hurricane	U	5.00	2.00	2.00	2
Hypnotic Specter	U	20.00	10.00	3.50	2
Ice Storm	U	30.00	21.00	2.00	2
Icy Manipulator	U	50.00	35.00	20.00	3
Illusionary Mask	R	45.00	40.00	6.00	3
Instill Energy	U	5.00	2.00	2.00	2
Invisibility	C	10.00	3.00	0.50	1
Iron Star	U	4.00	2.00	2.00	2
Island Sanctuary	R	15.00	7.50	2.00	2
Ivory Cup	U	4.00	2.00	2.00	2
Jade Monolith	R	12.00	7.00	3.00	2
Jade Statue	U	20.00	15.00	2.00	2
Jeyemdae Tom	R	25.00	15.00	5.00	3
Juggernaut	U	10.00	8.00	1.50	3
Karma	U	4.00	2.00	2.00	2
Koldon Warlord	U	4.00	2.00	2.00	2
Kormus Bell	R	10.00	7.00	4.00	2
Kudzu	R	10.00	7.00	2.00	2
Lance	U	3.00	2.00	2.00	2
Ley Druid	U	4.00	2.00	2.00	2
Library of Leng	U	5.00	2.00	2.00	2
Lich	R	65.00	50.00	25.00	3
Lifelorce	U	4.00	2.00	2.00	2
Lifelace	R	10.00	6.00	2.00	2
Lifetap	U	3.00	2.00	2.00	2
Lightning Bolt	C	7.00	5.00	2.00	3
Living Artifact	R	10.00	7.00	2.00	2
Living Lands	R	10.00	6.50	2.00	2
Living Well	U	5.00	2.00	1.50	2
Lord of Atlantis	R	15.00	11.00	5.00	2
Lord of the Pit	R	25.00	15.50	4.00	3
Lure	U	4.00	2.00	2.00	2
Magical Hack	R	12.00	10.00	5.00	2
Mahamoti Djinn	R	25.00	18.00	8.00	3
Mana Flare	R	15.00	12.00	5.00	2
Mana Short	R	12.00	10.00	3.00	3
Mana Vault	R	12.00	10.00	3.00	3
Manabarb	R	12.00	9.00	3.00	2
Meekstone	R	12.00	10.00	2.00	2
Mind Twist	R	10.00	8.00	3.00	2
Mox Emerald	R	200.00	180.00	120.00	5
Mox Jet	R	220.00	180.00	120.00	5
Mox Pearl	R	220.00	180.00	110.00	5
Mox Ruby	R	220.00	180.00	120.00	5
Mox Sapphire	R	225.00	185.00	120.00	5
Natural Selection	R	42.00	29.00	10.00	3
Nether Shadow	R	10.00	10.00	3.00	2
Nettling Imp	U	4.00	3.00	2.00	2
Newinyrra's Disk	R	40.00	20.00	10.00	4
Nightmare	R	30.00	22.50	10.00	3
Northern Paladin	R	16.00	11.00	5.00	2
Obsidian Golem	U	3.00	2.00	2.00	2
Orkish Artillery	U	10.20	2.00	2.00	2
Orkish Drifflame	U	20.00	2.50	2.00	2
Personal Incarnation	R	15.00	10.00	5.00	2
Phantasmal Forces	U	3.00	2.00	2.00	2
Phantom Monster	U	3.00	2.00	2.00	2
Pirate Ship	R	10.00	7.00	3.00	2
Plateau	R	50.00	37.55	16.00	4

Item	High	Med	Low	TR	+/
Power Surge	R	10.00	8.50	3.00	2
Psionic Blast	U	35.00	25.00	15.00	3
Purulence	R	10.00	6.00	2.00	2
Raging River	R	50.00	41.25	25.00	3
Red Ward	U	3.00	2.00	1.50	2
Regrowth	U	15.00	6.50	2.00	3
Resurrection	U	4.00	2.00	2.00	2
Reverse Damage	R	14.00	10.00	5.00	2
Righteousness	R	10.00	8.50	5.00	2
Roc of Kher Ridges	R	16.00	10.00	5.00	3
Rock Hydra	R	25.00	15.30	5.00	3
Rod of Ruin	U	3.00	2.00	2.00	2
Royal Assassin	R	30.00	25.00	14.00	3
Sacrifice	U	3.00	2.00	2.00	2
Savannah	R	45.00	35.00	15.00	4
Savannah Lions	R	20.00	15.00	3.00	3
Scavenging Ghoul	U	4.00	2.00	2.00	2
Scrubland	R	45.00	36.15	15.00	4
Sedge Troll	R	25.00	15.00	5.00	3
Sengir Vampire	U	15.00	10.00	3.00	3
Serra Angel	U	25.00	15.00	6.00	3
Shivan Dragon	R	50.00	40.00	15.00	4
Simulacrum	U	3.00	2.00	2.00	2
Sinkhole	C	16.00	13.60	8.00	2
Siren's Call	U	3.00	2.00	2.00	2
Sleight of Mind	R	10.00	9.00	3.00	2
Smeke	R	10.00	7.50	2.00	2
Sol Ring	U	18.00	10.00	2.00	2
Soul Net	U	3.00	2.00	2.00	2

Item	High	Med	Low	TR	+/
Two-Headed Giant of Forlors	R	75.00	55.00	25.00	3
Underground Sea	R	45.00	40.00	15.00	4
Uttheden Troll	U	3.00	2.00	1.50	2
Verduran Enchantress	R	10.00	8.00	2.00	2
Vesuvan Doppelganger	R	40.00	30.00	13.00	3
Veteran Bodyguard	R	25.00	15.50	7.00	3
Volcanic Eruption	R	12.00	10.00	3.00	2
Volcanic Island	R	100.00	30.00	10.00	3
Wall of Air	U	3.00	2.00	1.50	2
Wall of Bone	U	3.00	2.00	2.00	2
Wall of Brambles	U	3.00	2.00	2.00	2
Wall of Fire	U	3.00	2.00	2.00	2
Wall of Ice	U	3.00	2.00	1.50	2
Wall of Stone	U	3.00	2.00	1.50	2
Wall of Swords	U	3.00	2.00	2.00	2
Wall of Water	U	3.00	2.00	2.00	2
Wanderlust	U	3.00	2.00	1.50	2
Warp Artifact	R	10.00	6.00	2.00	2
Water Elemental	U	3.00	2.00	2.00	2
Web	R	10.00	7.50	2.00	2
Wheel of Fortune	R	30.00	22.00	7.00	3
White Knight	U	10.00	5.00	2.00	3
White Ward	U	3.00	2.00	1.50	2
Will-O'-The-Wisp	R	20.00	14.95	5.00	3
Winter Orb	R	20.00	15.00	3.00	3
Wooden Sphere	U	3.00	2.00	2.00	2
Word of Command	R	75.00	55.00	25.00	3
Wrath of God	R	40.00	30.00	6.00	4
Zombie Master	R	10.00	10.00	5.00	2

SHOP TALK

by Alex Shvartsman

They Can't All Be Winners

This time around we wanted to find out which top player commands the most respect around the country. Much to our surprise, few retailers knew—or even cared—much about the professional tournament circuit. Let's hope the pro players' feelings aren't hurt too much.

We also wanted to get an initial reaction to the Classic (Sixth Edition) card set and the changes it will bring to the game. Our contributors seem very optimistic about the new set. Most of them feel that simplifying the rules and reintroducing some of the out-of-print cards will be good for business.

Who is the most popular Pro Tour player in your area?

What effect do you think Classic (Sixth Edition) will have on Magic: The Gathering for you and your customers?

BETH

Complete Set	\$4,200	\$3,500	\$3,000	5	
Booster Display	3,000	3,000	2,500	5	
Booster Pack	175	123	88	5	
Starter Display	2,750	2,500	2,000	5	
Starter Deck	300	250	175	5	
Typical Common	1.00	1.00	0.50	2	
Air Elemental	U	\$4.00	\$3.50	\$3.00	3
Ancestral Recall	R	245.00	182.50	120.00	5
Animate Artifact	U	2.50	2.00		

Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/
Bad Moon	R	20.00	18.00	5.00	4	Elvish Archers	R	15.00	10.00	8.00	4	Lich	R	60.00	50.00	25.00	3	Shatter	C	2.00	1.00	1.00	2
Badlands	R	50.00	40.00	12.00	4	Evil Presence	U	2.50	2.00	2.00	2	Lifelorce	U	5.00	2.25	2.00	2	Shivan Dragon	R	50.00	40.00	12.00	4
Baance	R	50.00	25.25	6.00	4	False Orders	C	6.00	4.00	0.75	2	Lifelace	R	8.00	6.00	2.00	3	Simulacrum	U	3.00	2.00	2.00	2
Basalt Monolith	U	5.00	4.33	2.00	2	Farmstead	R	10.00	8.00	3.00	3	Litlap	U	3.00	2.00	2.00	2	Sinkhole	C	20.00	15.00	2.00	3
Bayu	R	50.00	40.00	12.00	4	Fastbond	R	15.00	10.00	4.00	3	Lightning Bolt	C	10.00	7.00	3.00	4	Siren's Call	U	4.00	2.00	2.00	2
Berserk	U	50.00	40.00	20.00	4	Feedback	U	2.50	2.00	2.00	2	Living Artifact	R	10.00	7.00	2.00	3	Sleight of Mind	R	12.00	10.00	3.00	3
Birds of Paradise	R	40.00	30.00	8.00	4	Fire Elemental	U	2.50	2.00	2.00	2	Living Lands	R	10.00	6.00	2.00	3	Smoke	R	10.00	8.00	2.00	3
Black Knight	U	12.00	6.00	4.00	3	Fireball	C	5.00	4.00	1.00	3	Living Wall	U	5.00	2.50	2.00	2	Suf Ring	U	25.00	15.00	2.00	3
Black Lotus	R	450.00	372.50	225.00	5	Flashfins	U	2.50	2.00	2.00	2	Llanowar Elves	C	3.00	2.00	1.00	2	Soul Net	U	2.00	2.00	2.00	2
Black Vise	U	10.00	8.25	3.00	2	Fog	C	2.00	1.00	0.75	2	Lord of Atlantis	R	15.00	12.00	7.00	3	Spell Blast	C	2.00	1.00	0.75	2
Black Ward	U	2.50	2.00	2.00	2	Force of Nature	R	30.00	20.00	8.00	4	Lord of the Pit	R	25.00	15.00	4.00	3	Stasis	R	15.00	9.00	2.00	4
Blaze of Glory	R	50.00	37.85	25.00	3	Forcefield	R	130.00	102.05	75.00	3	Lure	U	5.00	2.25	2.00	2	Steal Artifact	U	2.50	2.00	2.00	2
Blessing	R	12.00	10.00	5.00	3	Forest	C	1.50	1.00	0.25	2	Magical Hack	R	12.00	10.00	5.00	3	Stone Giant	U	2.50	2.00	2.00	2
Blue Elemental Blast	C	2.00	1.00	0.75	2	Fork	R	38.00	30.00	13.00	4	Mahamud Djinn	R	30.00	24.00	8.00	4	Stone Rain	C	2.00	1.00	0.75	2
Blue Ward	U	2.50	2.00	2.00	2	Fungusaur	R	10.00	10.00	5.00	3	Mana Flare	R	15.00	12.00	5.00	3	Stream of Life	C	3.00	1.00	1.00	2

IMAGINATION UNLIMITED

CONTROL

I am not familiar with any of the pro players.

I don't know that Classic will have a whole lot of impact, but I haven't heard any comments from the players yet. Most of the players here are young and began playing recently. It will be easy for them to adjust to the new rules.

Bog Wraith	U	2.50	2.00	2.00	2	Gaea's Liege	R	15.00	10.00	7.00	3	Orkish Artillery	U	2.50	2.00	2.00	2	Underground Sea	R	50.00	40.00	12.00	4
Brangonyser	R	35.00	20.00	6.00	4	Gauntlet of Night	R	125.00	100.00	60.00	4	Orkish Drifflame	U	5.00	2.00	2.00	2	Unholy Strength	C	2.00	1.00	0.75	2
Burrowing	U	2.50	2.00	2.00	2	Giant Growth	C	3.00	2.00	1.00	2	Paralyze	C	2.00	1.00	0.75	2	Unsummon	C	2.00	1.00	0.75	2
Camouflage	U	15.00	10.00	5.00	2	Giant Spider	C	1.19	1.00	0.75	2	Peardir Unicorn	C	2.00	1.00	0.75	2	Uttden Troll	U	4.00	2.50	2.00	2
Castle	U	3.00	2.50	2.00	2	Glasses of Urza	U	2.00	2.00	2.00	2	Personal Incarnation	R	10.00	10.00	3.00	3	Verduran Enchantress	R	10.00	7.00	4.00	3
Celestial Prism	U	2.00	2.00	2.00	2	Gloom	U	5.00	3.00	2.50	3	Pestilence	C	2.00	1.00	0.75	2	Yesuvan Doppelganger	R	40.00	35.00	25.00	3
Channel	U	5.00	2.25	2.00	2	Goblin Balloon Brigade	U	3.00	2.75	2.00	2	Phantasmal Forces	U	2.50	2.00	2.00	2	Veteran Bodyguard	R	18.00	13.00	7.00	3
Chaos Orb	R	90.00	75.00	50.00	4	Goblin King	R	15.00	12.00	7.00	3	Phantasmal Terrain	C	2.00	1.00	0.75	2	Volcanic Eruption	R	10.00	8.00	3.00	3
Chaoskace	R	8.00	6.00	2.00	3	Granite Gargoyle	R	15.00	13.00	7.00	3	Phantom Monster	U	3.00	2.25	2.00	2	Volcanic Island	R	50.00	40.00	18.00	4
Clockwork Beast	R	10.00	7.00	3.00	3	Green Ward	U	2.50	2.00	2.00	2	Pirate Ship	R	10.00	6.00	2.00	3	Wall of Air	U	3.00	2.25	2.00	2
Clone	U	11.00	8.00	3.00	3	Healing Salve	C	2.00	1.00	0.75	2	Plains	C	2.00	1.00	0.25	2	Wall of Bone	U	2.00	2.00	2.00	2
Cockatrice	R	15.00	10.00	5.00	3	Helm of Chatzuk	R	10.00	7.00	3.00	3	Plateau	R	50.00	40.00	12.00	4	Wall of Brambles	U	2.50	2.00	2.00	2
Consecrate Land	U	20.00	12.00	4.00	2	Hive, The	R	12.00	10.00	2.00	3	Power Sink	C	2.00	1.00	0.75	2	Wall of Fire	U	2.50	2.00	2.00	2
Conservator	U	2.00	2.00	2.00	2	Holy Armor	C	2.00	1.00	0.75	2	Power Surge	R	10.00	8.00	2.00	3	Wall of Ice	U	2.50	2.00	2.00	2
Contract from Below	R	10.00	7.40	3.00	3	Holy Strength	C	2.00	1.00	0.75	2	Prodigal Sorcerer	C	3.00	2.00	1.00	2	Wall of Stone	U	2.50	2.00	2.00	2
Control Magic	U	7.00	5.00	4.00	3	Howl from Beyond	C	2.00	1.00	0.89	2	Psionic Beast	U	35.00	28.50	8.00	4	Wall of Swords	U	4.00	2.75	2.00	3
Conversion	U	2.50	2.00	2.00	2	Howling Mine	R	40.00	20.63	5.00	4	Psychic Veom	C	2.00	1.00	0.75	2	Wall of Water	U	2.50	2.00	2.00	2
Copper Tablet	U	15.00	10.00	4.00	2	Hurlion Minotaur	C	1.56	1.00	0.75	2	Purelace	R	8.00	5.00	2.00	3	Wanderlust	U	2.50	2.00	2.00	2
Copy Artifact	R	25.00	20.00	5.00	4	Hurricane	U	5.00	3.00	2.00	2	Raging River	R	50.00	38.63	20.00	3	Warp Artifact	R	8.00	6.00	2.00	3
Counterspell	U	20.00	12.00	6.00	4	Hypnotic Specter	U	20.00	12.00	7.00	3	Red Elemental Blast	C	2.00	1.00	0.75	2	Water Elemental	U	2.50	2.00	2.00	2
Crusade	R	25.00	17.50	6.00	4	Ice Storm	U	35.00	25.00	12.00	3	Red Ward	U	2.50	2.00	2.00	2	Web	R	8.00	7.00	2.00	3
Crystal Rod	U	2.00	2.00	2.00	2	Icy Manipulator	U	50.00	40.00	20.00	5	Regeneration	C	2.00	1.00	0.75	2	Wheel of Fortune	R	35.00	25.00	7.00	4
Cursed Land	U	2.50	2.00	2.00	2	Illusomary Mask	R	50.00	38.00	15.00	3	Regrowth	U	15.00	10.00	2.00	4	White Knight	U	15.00	8.00	4.00	4
Cyclopean Tomb	R	65.00	55.00	30.00	3	Instill Energy	U	6.00	2.25	2.00	2	Resurrection	U	7.00	2.80	2.00	2	White Ward	U	3.00	2.00	2.00	2
Dark Ritual	C	5.00	4.00	1.00	3	Invisibility	C	8.00	4.00	1.00	2	Reverse Damage	R	14.00	10.95	5.00	3	Wild Growth	C	2.00	1.00	0.75	2
Darkpact	R	10.00	8.00	3.00	3	Iron Star	U	2.00	2.00	2.00	2	Rightsoussness	R	10.00	8.00	5.00	3	Will-O'-The-Wisp	R	22.00	15.00	8.00	3
Deathgrip	U	2.50	2.00	2.00	2	Ironclaw Orcs	C	2.00	1.00	0.75	2	Roc of Kher Ridges	R	15.00	10.00	6.00	3	Winter Orb	R	25.00	20.00	3.00	4
Deathlace	R	8.00	5.50	2.00	3	Island	C	2.00	1.00	0.25	2	Rock Hydra	R	20.00	15.00	3.00	3	Wooden Sphere	U	2.00	2.00	2.00	2
Demonic Attorney	R	10.00	7.00	3.00	3	Island Sanctuary	R	12.00	7.50	2.00	3	Rod of Ruin	U	2.50	2.00	2.00	2	Word of Command	R	85.00	48.00	29.00	3
Demonic Hordes	R	25.00	21.20	10.00	3	Ivory Cup	U	2.50	2.00	2.00	2	Royal Assassin	R	35.00	23.50	10.00	4	Wrath of God	R	50.00	33.43	6.00	4
Demonic Tutor	U	25.00	15.00	3.00	3	Jade Monolith	R	10.00	7.00	3.00	3	Sacrifice	U	2.50	2.00	2.00	2	Zombie Master	R	10.00	10.00	5.00	3
Dingus Egg	R	10.00	8.10	4.00	3	Jade Statue	U	22.00	18.00	6.00	4	Samite Healer	C	2.00	1.00	0.75	2						
Dissentient	C	10.00	4.63	1.00	2	Jayemdee Tome	R	30.00	20.00	5.00	4	Savannah	R	50.00	40.00	12.00	4						
Dismantegrate	C	5.00	3.00	1.50	2	Juggernaut	U	12.00	8.00	5.00	4	Savannah Lions	R	25.00	16.00	2.00	4						
Disrupting Scepter	R	30.00	15.00	5.00	4	Jump	C	2.00	1.00	0.75	2	Scathe Zombies	C	2.00	1.00	0.75	2						
Dragon Whip	U	5.00	4.00	2.00	2	Karma	U	4.00	2.50	2.00	2	Scavenging Ghoul	U	4.00	2.00	2.00	2						
Drain Life	C	3.00	2.00	1.00	2	Keldon Warlord	U	5.00	3.00	2.00	2	Scrubland	R	50.00	40.00	12.00	4						
Drain Power	R	10.00	8.00	3.00	3	Kormus Bell	R	10.00	7.00	4.00	3	Serby Sprites	C	2.00	1.00	0.75	2						
Dwarven Demolition Team	U	10.00	9.25	5.00	2	Kudzu	R	10.00	7.00	2.00	3	Sea Serpent	C	2.00	1.00	0.75	2						
Earth Elemental	U	2.50	2.00	2.00	2	Lance	U	2.50	2.00	2.00	2	Sedge Troll	R	20.00	12.00	6.00	3						
Earthbind	C	2.00	1.00	0.75	2	Ley Druid	U	3.00	2.00	2.00	2	Sengir Vampire	U	15.00	10.00	6.00	4						
Earthquake	R	25.00	13.00	3.00	4	Library of Leog	U	5.00	2.75	2.00	2	Serra Angel	U	25.00	18.00	4.00	4						

UNLIMITED

Complete Set	\$2,950	\$2,500	\$1,800	5	
Booster Display	3,500	2,375	2,000	5	
Booster Pack	125	100	70	4	
Starter Display	2,000	1,875	1,500	5	
Starter Deck	225	200	140	4	
Typical Common	0.50	0.25	0.10	1	
Air Elemental	U	\$3.00	\$1.50	\$1.00	1
Ancestral Recall	R	180.00	140.00	80.00	5
Animate Artifact	U	3.00	1.00	0.35	1

Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/		
Black Vise	U	3.00	1.00	0.50	1	Fire Elemental	U	1.00	0.79	0.25	1	0.21	Manabards	R	4.00	3.00	1.50	1	
Black Ward	U	1.00	0.50	0.25	1	Fireball	C	0.50	0.25	0.05	0	Meekstone	R	5.00	3.40	1.50	1	0.35	
Blessing	R	5.00	3.00	1.00	1	Flashfires	U	1.00	0.55	0.25	1	Mijae Djinn	R	6.00	4.00	2.00	1		
Blue Elemental Blast	C	0.35	0.25	0.05	0	Flying Carpet	R	5.00	2.00	1.00	1	Millstone	R	7.00	5.00	3.00	2		
Blue Ward	U	1.00	0.50	0.25	1	Force of Nature	R	8.00	6.00	3.00	2	Mind Twist	R	5.00	3.00	1.00	1		
Bog Wraith	U	1.00	0.75	0.25	1	Fork	R	20.00	15.00	10.00	3	Mishra's War Machine	R	3.00	2.00	1.00	1		
Bottle of Suleiman	R	3.00	2.00	1.00	1	Fungusaur	R	4.00	3.00	2.00	1	Nether Shadow	R	4.00	3.00	1.00	1	0.20	
Brainfogger	R	9.50	7.00	3.50	3	Gaea's Liege	R	7.00	4.00	2.50	1	0.95	Nettling Imp	U	2.00	1.00	0.50	1	
Brass Man	U	1.00	0.59	0.25	1	Glaives of Urza	U	1.00	0.75	0.25	1	Nevinyrral's Disk	R	8.00	6.00	4.00	4		
Burrowing	U	1.00	0.75	0.25	1	Gloom	U	1.00	1.00	0.50	1	Nightmare	R	10.00	7.00	5.00	2		
Castle	U	1.00	0.75	0.25	1	Goblin Balloon Brigade	U	1.00	0.75	0.25	1	0.13	Northern Paladin	R	7.00	5.00	2.50	1	
Celestial Prism	U	1.00	0.75	0.25	1	Goblin King	R	6.00	4.00	3.00	2	0.40	Obscure Golem	U	1.00	0.75	0.25	1	
Channel	U	1.50	0.88	0.25	1	0.13	Granite Gargoyle	R	8.00	6.00	3.00	2	Owlet	R	3.00	1.75	0.50	1	0.25
Chaoslace	R	3.00	1.49	0.50	1	0.49	Green Ward	U	1.00	0.50	0.25	1	Orchid Artillery	U	1.00	0.75	0.25	1	
Clockwork Beast	R	4.00	2.49	1.00	1	Guardian Angel	C	0.50	0.19	0.05	0	Orchid Drilhamme	U	1.00	0.67	0.25	1		

OUTER LIMITS/WHITE CAP COMICS

There are really no favorite pro players here, because none play at this store.

Classic will change very little. It does not seem that the ongoing change of editions affects things much. Fifth Edition, for example, changed almost nothing. Limited expansions do a lot more for the players here.

Clone	U	6.00	5.00	0.75	2	Helm of Chaztuk	R	3.00	2.00	1.00	1	Volcanic Eruption	R	4.00	2.00	1.00	1			
Cockatrice	R	5.00	3.65	2.00	1	0.23	Howling Mine	R	8.00	6.00	4.00	3	Volcanic Island	R	15.00	12.00	10.00	4		
Conservator	U	1.00	0.50	0.25	1	Hurler's Recall	R	3.00	2.00	0.50	1	Wall of Air	U	1.00	0.75	0.25	1			
Contract from Below	R	5.00	3.00	1.00	1	Hurricane	U	1.00	0.75	0.25	1	Wall of Bone	U	1.00	0.50	0.25	1			
Control Magic	U	3.00	2.00	0.75	1	Hypnotic Specter	U	3.00	2.00	1.00	1	Wall of Brambles	U	1.00	0.50	0.25	1			
Conversion	U	1.00	0.50	0.25	1	Instill Energy	U	1.00	0.75	0.25	1	0.13	Wall of Fire	U	1.00	0.50	0.25	1		
Copy Artifact	R	8.00	5.73	2.50	2	0.23	Iron Star	U	1.00	0.50	0.25	1	Wall of Ice	U	1.00	0.50	0.25	1		
Counterspell	U	2.00	1.00	0.50	1	Island Fish Jasonius	R	4.00	2.15	1.00	1	Wall of Stone	U	1.00	0.55	0.25	1			
Crumble	U	1.00	0.63	0.25	1	Island Sanctuary	R	4.00	3.00	1.00	1	Wall of Swords	U	1.00	0.75	0.25	1	0.02		
Crusade	R	8.00	6.00	4.00	2	Ivory Cup	U	1.00	0.50	0.25	1	Wanderlust	U	1.00	0.50	0.25	1			
Crystal Rod	U	1.00	0.75	0.25	1	Ivory Tower	R	6.00	4.00	2.50	2	Warp Artifact	R	3.00	2.00	0.95	1			
Cursed Land	U	1.00	0.63	0.25	1	Jade Monolith	R	3.00	2.00	1.00	1	Water Elemental	U	1.00	0.50	0.25	1			
Dancing Scimitar	R	3.00	2.50	1.00	1	Jandor's Ring	R	4.00	2.25	1.00	1	Web	R	3.00	2.50	1.00	1			
Dark Ritual	C	0.35	0.23	0.05	0	Jandor's Saddlebags	R	3.00	2.15	1.00	1	Wheel of Fortune	R	12.00	9.00	5.00	3			
Darkpact	R	4.00	3.00	1.00	1	Jayemdae Tome	R	5.00	4.00	1.50	1	White Knight	U	2.00	1.00	0.50	1	0.13		
Deathgrip	U	1.00	0.50	0.25	1	Juggernaut	U	5.00	3.25	0.75	1	0.15	White Ward	U	1.00	0.50	0.25	1		
Deathlaca	R	3.00	1.88	1.00	1	0.25	Karma	U	1.00	0.75	0.25	1	0.04	Will-O'-The-Wisp	R	7.00	5.00	3.00	2	
Demonic Attorney	R	4.28	3.00	1.00	1	Keldon Warlord	U	2.00	1.00	0.50	1	0.08	Winter Orb	R	7.00	5.00	3.00	4		
Demonic Hordes	R	14.00	8.00	6.00	2	Kind Age	C	1.00	0.27	0.10	0	0.02	Wooden Sphere	U	1.00	0.50	0.25	1		
Demonic Tutor	U	6.00	4.00	1.00	2	Kormas Bell	R	3.00	2.75	1.00	1	0.13	Wrath of God	R	10.00	7.00	5.00	4		
Desert Twister	U	1.28	1.00	0.25	1	Kwazo	R	4.00	3.00	1.00	1	0.25	Zombie Master	R	5.00	3.00	2.00	1		
Dingus Egg	R	4.00	3.00	1.00	1	Lance	U	1.00	0.75	0.25	1	0.02	Complete Set		\$250	\$210	\$125	3	1.93	
Disintegrate	C	0.50	0.25	0.05	0	Ley Druid	U	1.00	0.63	0.25	1	0.26	Booster Display		135	105	11	3		
Disrupting Scepter	R	4.00	3.00	1.50	2	Library of Leng	U	1.00	0.75	0.25	1	0.21	Booster Pack		4.95	3.25	2.95	2		
Dragon Engine	R	3.00	2.00	0.50	1	0.25	Lifelace	R	3.00	1.75	0.95	1	0.01	Starter Display		135	100	70	3	
Dragon Whelp	U	2.50	1.00	0.50	1	0.50	Lifelap	U	1.00	0.50	0.25	1	0.01	Starter Deck		19.95	10.00	8.95	2	
Drain Life	C	0.35	0.25	0.05	0	Lightning Bolt	C	1.50	0.75	0.25	1	0.01	Typical Common		0.25	0.10	0.05	0		
Drain Power	R	4.00	3.00	1.50	1	Living Artifact	R	3.00	2.50	1.00	1	0.01	Abomination	U	\$1.00	\$0.73	\$0.25	1	0.13	
Dwarven Weaponsmith	U	1.00	0.75	0.25	1	0.04	Living Lands	R	3.00	2.50	1.00	1	0.01	Air Elemental	U	1.00	0.93	0.35	1	0.05
Earth Elemental	U	1.00	0.75	0.25	1	0.02	Living Wall	U	2.50	0.79	0.25	1	0.01	Aladdin's Lamp	R	4.00	3.00	1.50	1	
Earthbind	C	0.50	0.19	0.05	0	0.21	Living Well	C	0.35	0.25	0.05	0	0.01	Aladdin's Ring	R	4.00	3.00	2.00	1	
Earthquake	R	8.00	4.00	2.00	3	0.25	Llanowar Elves	R	6.00	4.25	2.50	1	0.02	Ali Baba	U	1.00	0.50	0.35	1	
Ebony Horse	R	3.00	2.00	1.00	1	0.02	Lord of Atlantis	R	6.00	4.25	2.50	1	0.25	Angry Mob	U	1.00	0.63	0.25	1	0.13
El-Hajjaj	R	4.00	3.00	1.00	1	0.02	Lord of the Pit	R	8.00	5.95	3.00	1	0.01	Animate Artifact	U	1.00	0.50	0.25	1	
Elish Archers	R	4.00	3.00	2.00	1	0.40	Lure	U	1.50	0.75	0.25	1	0.01	Animate Dead	U	1.00	0.63	0.25	1	0.13
Energy Flux	U	1.00	0.50	0.25	1	Magical Hack	R	5.00	3.00	2.00	1	1.00	Animate Wall	R	4.00	3.00	1.50	1		
Evil Presence	U	1.00	0.75	0.25	1	Magnetic Mountain	R	3.00	2.00	1.00	1	0.01	Ankh of Mishra	R	4.00	3.00	2.00	1		
Eye for an Eye	R	4.00	3.00	2.00	1	Mahamoti Djinn	R	5.00	6.00	4.50	4	0.11	Armageddon	R	8.00	6.00	3.00	4		
Farmstead	R	4.00	3.00	1.00	1	0.13	Mana Flare	R	8.00	4.13	2.50	2	0.13	Armageddon Clock	R	4.00	3.00	1.50	1	
Fastbond	R	8.00	4.79	2.00	1	0.21	Mana Short	R	5.00	3.00	2.00	1	0.13	Ashes to Ashes	U	1.00	0.50	0.25	1	
Feedback	U	1.00	0.50	0.25	1	0.20	Mana Vault	R	5.00	3.40	1.00	2	0.20	Ashnod's Battle Gear	U	1.00	0.50	0.35	1	

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Impending Disaster	\$ 5.00
Iron Maiden	\$ 2.00
Jhoira's Toolbox	\$.25
Karmic Guide	\$ 3.50
King Crab	\$.25
Knighthood	\$.25
Last ditch Effort	\$.25
Levitator	\$.25
Lone Wolf	\$.25
Lurking Skurge	\$ 2.00
Martyr's Cause	\$.50
Memory Jar	\$ 2.50
Might of Oak	\$ 2.50
Molten Hydra	\$ 3.50
Multan Maro-Sorcerer	\$ 9.00
Multan's Presence	\$.50
No Mercy	\$ 6.50
Opal Avenger	\$ 2.00
Opportunity	\$ 5.00
Painchron	\$ 5.50
Peace and Quiet	\$.25
Phyrexian Defiler	\$ 1.50
Phyrexian Plaguelord	\$ 1.50
Phyrexian Reclamation	\$ 2.50
Planar Collapse	\$ 3.50
Purify	\$ 2.50
Promancy	\$ 6.50
Quicksilver Amulet	\$ 4.00
Rack and Ruin	\$.25
Radiant Archangel	\$ 4.00
Radiant's Dragon	\$.50
Rank and File	\$.50
Raven Familiar	\$.25
Rebuild	\$.50
Rings of Gix	\$ 6.50
Rivalry	\$ 1.50
Scrapheap	\$ 4.50
Second Chance	\$ 6.00
Shivan Phoenix	\$ 3.50
Spawning Pool	\$.50
Silvers on	\$ 3.00
Sustainer of the Realm	\$.25
Tethered Skurge	\$ 2.50
Thran Lens	\$ 4.00
Thran Weaponry	\$ 2.00
Ticking Gnomes	\$.25
Timber	\$.25
Treachorous Link	\$.50
Treetop Village	\$.75
Urza's Blueprints	\$ 2.50
Vaishno Cutthroat	\$ 5.50
Vaishno Heretic	\$.25
Walking Sponge	\$ 2.50
Weatherseed Treefolk	\$ 3.50
Wheel of Torture	\$ 3.00
Wing Snare	\$.25

J&M ALSO HAS A FULL LINE OF STAR WARS AND L5R SINGLES...JUST ASK

ALL CARDS ARE NR MINT/MINT CONDITION

Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/				
CoP: Artifacts	U	2.00	0.88	0.35	1	0.13	Hypnotic Specter	U	3.00	2.00	0.50	1	Osai Vultures	U	1.00	0.50	0.25	1	Web	R	4.00	3.00	1.50	1			
Coral Helm	R	4.00	3.00	1.50	1		Inferno	R	4.50	3.98	2.00	1	0.02	Personal Incarnation	R	5.00	3.00	2.00	1	0.40	Whirling Dervish	U	2.00	1.00	0.50	1	
Cosmic Horror	R	4.00	3.00	2.00	1		Instill Energy	U	1.00	0.50	0.25	1		Phantasmal Forces	U	1.00	0.50	0.25	1		White Knight	U	2.00	1.00	0.50	1	
Counterspell	U	2.00	0.75	0.25	1		Iron Star	U	1.00	0.50	0.25	1		Phantom Monster	U	1.00	0.67	0.25	1	0.13	White Mana Battery	R	4.00	3.00	2.00	1	
Crimson Mantlecore	R	4.00	3.00	1.50	1		Island Fish Jasconius	R	4.00	3.00	1.50	1		Pirate Ship	R	4.00	3.00	2.00	1		White Ward	U	1.00	0.50	0.25	1	
Crumble	U	1.00	0.50	0.25	1		Island Sanctuary	R	4.00	3.00	2.00	1		Power Surge	R	4.00	3.00	2.00	1		Will-O'-The-Wisp	R	6.00	4.73	2.00	2	0.23
Crusade	R	7.00	5.00	2.00	2		Ivory Cup	U	1.00	0.50	0.25	1		Primal Clay	R	4.00	3.00	1.25	1		Winds of Change	R	5.00	3.00	2.00	1	
Crystal Rod	U	1.00	0.50	0.25	1		Ivory Tower	R	5.00	4.00	2.00	1		Psionic Entity	R	4.00	3.00	2.00	1		Winter Blast	U	1.00	0.73	0.25	1	0.13
Cursed Land	U	1.00	0.50	0.25	1		Jade Monolith	R	4.00	3.00	1.50	1		Purelace	R	4.00	2.50	1.00	1	0.50	Winter Orb	R	6.00	4.00	2.00	4	
Cursed Rack	U	1.00	0.75	0.25	1	0.13	Jander's Saddlebags	R	4.00	3.00	1.50	1		Pyrotechnics	U	1.00	0.50	0.25	1		Wooden Sphere	U	1.00	0.50	0.25	1	
Dancing Scimitar	R	4.00	3.00	1.50	1		Jayemdae Tome	R	5.00	3.95	2.00	1		Rudjan Spirit	U	1.00	0.60	0.25	1	0.10	Wood of God	R	8.00	6.00	3.00	4	
Deathgrip	U	1.00	0.50	0.25	1		Judon Etreot	U	1.00	0.75	0.35	1		Rag Man	R	4.00	3.00	2.00	1		Xenic Poltergeist	R	4.00	3.00	1.50	1	
Deathlace	R	4.00	2.25	1.00	1	0.25	Karma	U	1.00	0.73	0.35	1	0.13	Rebirth	R	4.00	3.00	1.00	1		Zombie Master	R	5.00	3.00	2.00	1	
Desert Twister	U	1.00	0.63	0.25	1	0.13	Keldon Warford	U	1.00	0.75	0.25	1		Red Mana Battery	R	4.00	3.00	2.00	1								
Detonate	U	1.00	0.60	0.35	1	0.10	Killer Bees	U	4.00	1.00	0.50	1		Red Ward	U	1.00	0.50	0.25	1								
Diabolic Machine	U	1.00	0.50	0.25	1		Kismet	U	1.79	0.98	0.35	1	0.03	Relic Bind	R	4.00	3.00	1.50	1								

FIFTH EDITION

Item	High	Med	Low	TR	+/	
Complete Set	\$380	\$250	\$100	4		
Booster Display	97	89	79	3		
Booster Pack	3.00	2.95	2.50	2		
Starter Display	97	89	80	3		
Starter Deck	8.00	8.95	8.00	3		
Typical Common	0.25	0.10	0.05	0		
Abbey Gargoyles	U	\$1.00	\$0.75	\$0.25	1	
Abyssal Specter	U	2.00	1.00	0.50	1	
Adarkar Wastes	R	5.00	4.49	2.50	3	0.24
Ether Storm	U	1.00	0.59	0.25	1	0.09
Air Elemental	U	1.00	1.00	0.25	1	
Akron Leponnaire	R	4.99	3.00	2.00	1	
Aladdin's Ring	R	4.00	3.00	1.50	1	
An-Hava Constable	R	4.00	3.00	2.00	1	
Angry Mob	U	1.00	0.75	0.25	1	0.05
Animate Dead	U	1.00	0.75	0.25	1	
Animated Wall	R	4.00	3.00	1.50	1	
Ankh of Mishra	R	4.00	3.00	1.50	1	
Anti-Magic Aura	U	1.00	0.50	0.25	1	
Arenson's Aura	U	1.00	0.50	0.25	1	
Armageddon	R	8.00	6.00	3.00	4	
Ashes to Ashes	U	1.00	0.50	0.25	1	
Ashnod's Altar	U	1.00	0.59	0.25	1	0.09
Aspect of Wolf	R	4.50	3.00	2.00	1	
Atop	U	1.00	0.50	0.25	1	
Azure Drake	U	1.00	0.59	0.25	1	0.09
Bad Moon	R	7.00	5.00	2.95	4	
Ball Lightning	R	18.00	8.00	3.00	4	
Bar's Cage	R	4.00	3.00	1.50	1	
Binding Grasps	U	1.00	0.75	0.25	1	
Birds of Paradise	R	8.00	6.00	3.00	3	
Black Knight	U	2.00	1.00	0.50	1	
Blight	U	1.00	0.75	0.25	1	0.25
Blinking Spirit	R	6.00	4.75	2.50	1	0.26
Bag of Wealth	U	1.00	0.50	0.25	1	
Bottle of Saleiman	R	4.00	3.00	1.50	1	
Bottomless Vault	R	5.00	3.00	1.50	1	
Breeding Pit	U	2.00	1.00	0.50	1	
Broken Visage	R	4.00	3.00	2.00	1	
Brushland	R	5.00	4.50	2.50	3	
Carbou Range	R	4.00	3.00	2.00	1	
Carrion Ants	U	2.00	1.00	0.50	1	
Castle	U	1.00	0.50	0.25	1	
Cave People	U	1.00	0.50	0.25	1	
City of Brass	R	10.00	6.25	3.00	4	
Clockwork Beast	R	4.00	3.00	1.50	1	
Clockwork Steed	U	1.00	0.50	0.25	1	
Cockatrice	R	4.99	3.00	2.00	1	
Colossus of Sardia	R	6.00	4.00	2.00	1	
Conquer	U	1.00	0.75	0.25	1	0.13
CoP: Artifacts	U	1.99	0.75	0.25	1	0.10
Coral Helm	R	4.00	3.00	1.50	1	
Counterspell	C	0.50	0.15	0.05	0	0.05
Craw Giant	U	2.00	0.75	0.25	1	0.05
Crimson Mantlecore	R	4.00	3.00	2.00	1	
Crown of the Ages	R	5.00	3.00	2.00	1	
Crumble	U	1.00	0.50	0.25	1	
Crusade	R	7.00	5.00	2.50	2	
Crystal Rod	U	1.00	0.50	0.25	1	
Cursed Land	U	1.00	0.50	0.25	1	
Dance of Many	R	4.99	3.00	1.75	1	

FLIGHTS OF FANTASY

NORTHEAST

Kon Krummel
217 Central Ave.
Albany, NY 12206
(518) 433-8803

Ben Farkas is the most popular—and the only—Pro Tour player in the area.

I don't think Classic will affect our customers much, as we do not have a lot of serious players, but it makes the rules easier to understand for new gamers. I didn't like the Classic rules at first because I didn't understand them, but now that I have a little more information about them, I find it to be very good for the game.

Dingus Egg	R	4.00	3.00	2.00	1		Kormus Bell	R	4.00	3.00	1.50	1	
Disrupting Scepter	R	4.00	3.00	2.00	2		Land Tax	R	6.00	4.00	2.00	1	
Divine Transformation	U	1.10	0.85	0.35	1	0.13	Leviathan	R	6.00	4.00	2.00	1	
Dragon Engine	R	4.00	3.00	1.00	1		Ley Druid	U	1.00	0.50	0.25	1	
Dragon Whelp	U	2.00	1.00	0.50	1		Library of Leng	U	1.00	0.50	0.25	1	
Drain Power	R	4.00	3.00	2.00	1		Lifelorce	U	1.00	0.50	0.25	1	
Earth Elemental	U	1.00	0.75	0.25	1	0.13	Lifelace	R	4.00	3.00	1.00	1	0.50
Earthquake	R	5.00	4.00	2.00	2		Lifetap	U	1.00	0.50	0.25	1	
Ebony Horse	R	4.00	3.00	1.00	1		Lightning Bolt	C	1.00	0.35	0.05	1	
Et-Hajjaj	R	4.00	3.00	2.00	1		Living Artifact	R	4.00	3.00	1.50	1	
Elder Land Wurm	R	4.00	3.00	2.00	1		Living Lands	R	4.00	3.00	2.00	1	
Elven Riders	U	1.00	0.75	0.35	1	0.13	Lord of Atlantis	R	6.00	3.90	2.00	1	0.10
Elish Archers	R	4.00	3.00	2.00	1		Lord of the Pit	R	8.00	5.00	2.00	1	
Energy Flux	U	1.00	0.60	0.25	1	0.10	Lure	U	1.00	0.63	0.25	1	0.13
Evil Presence	U	1.00	0.50	0.25	1		Magical Hack	R	5.00	3.00	2.00	1	
Eye for an Eye	R	4.00	3.00	2.00	1		Magnetic Mountain	R	4.00	3.00	1.00	1	
Feedback	U	1.00	0.50	0.25	1		Mahamoti Djinn	R	8.00	6.00	3.00	4	
Fallwar Stone	U	1.50	0.88	0.35	1	0.13	Mana Clash	R	4.00	3.00	2.00	1	
Fire Elemental	U	1.00	0.75	0.25	1	0.03	Mana Flare	R	5.00	4.00	2.00	2	
Fireball	C	0.50	0.13	0.05	0		Mana Short	R	4.80	3.00	2.00	1	
Flashfires	U	1.00	0.50	0.25	1		Mana Vault	R	5.00	3.40	2.00	2	0.20
Flying Carpet	R	4.00	3.00	1.50	1		Manabatts	R	4.00	3.00	2.00	1	
Force of Nature	R	8.00	5.95	3.00	2	0.05	Meekstone	R	4.50	3.00	2.00	1	
Fungusaur	R	4.00	3.00	2.00	1		Millstone	R	6.00	4.13	2.00	2	0.13
Gaea's Liege	R	6.00	3.63	2.00	1	0.25	Mind Bomb	U	1.00	0.60	0.35	1	0.10
Ghost Ship	U	1.00	0.50	0.25	1		Mind Twist	R	5.00	3.00	2.00	1	
Glasses of Urza	U	1.00	0.50	0.25	1		Mishra's Factory	U	5.00	3.00	0.50	1	
Golem	U	1.00	0.75	0.25	1	0.13	Mishra's War Machine	R	4.00	3.00	1.49	1	
Goblin Balloon Brigade	U	1.00	0.67	0.25	1	0.13	Nether Shadow	R	4.00	3.00	2.00	1	
Goblin King	R	6.00	4.00	2.00	1		Nevinyrral's Disk	R	8.00	6.00	3.00	4	
Green	R	4.00	3.00	2.00	1		Nightmare	R	9.29	6.00	3.00	2	
Green Mana Battery	R	4.00	3.00	2.00	1		Northern Paladin	R	6.00	4.00			

Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/				
Dancing Scimitar	R	4.00	3.00	2.00	1		Jewen's Tools	U	1.00	0.59	0.25	1	0.09	Shapeshifter	U	1.00	0.75	0.25	1		Zombie Master	R	5.00	3.00	2.00	1	
Deathgrip	U	1.00	0.75	0.25	1	0.16	Justice	U	1.00	0.75	0.25	1		Shattersword	U	1.00	0.75	0.25	1		Zur's Weirung	R	5.00	3.33	2.00	1	0.08
Deflection	R	8.00	5.00	2.00	2		Juxtapose	R	4.00	3.00	1.50	1		Shivan Dragon	R	16.00	12.00	4.00	4		CHRONICLES						
Dervler	R	4.48	3.00	2.00	1		Karma	U	1.00	0.75	0.25	1		Shilant Spirit	R	5.00	3.50	2.00	1	0.18	Complete Set		\$80	\$75	\$35	2	
Desert Twister	U	1.00	0.75	0.25	1		Karpulus Forest	R	5.00	4.73	2.50	3		Skull Catapult	U	1.00	0.75	0.25	1	0.13	Booster Display		135	90	78.50	2	
Detonate	U	1.00	0.75	0.25	1	0.25	Keldon Warlord	U	1.70	0.75	0.25	1		Sleight of Mind	R	4.00	3.00	1.50	1		Booster Pack		3.95	2.50	2.25	2	
Diabolic Machine	U	1.00	0.75	0.25	1	0.25	Killer Bees	U	3.00	1.00	0.50	1		Smoke	R	4.00	3.00	1.50	1		Typical Common		0.25	0.10	0.05	0	
Dingus Egg	R	4.00	3.00	1.50	1		Kismet	U	1.70	1.00	0.50	1		Sorceress Queen	R	5.00	4.00	2.00	1		Abu Ja'far	US	\$2.00	\$1.00	\$0.25	1	
Disrupting Scepter	R	4.00	3.00	2.00	2		Kjeldoran Royal Guard	R	4.50	3.00	1.50	1		Soul Net	U	1.00	0.50	0.25	1		Akron Legionnaire	U	3.00	1.50	0.50	1	0.13
Divine Transformation	U	1.70	0.85	0.25	1	0.10	Kjeldoran Skycaptain	U	1.00	0.75	0.25	1	0.13	Spirit Link	U	3.00	1.00	0.35	1		Aladdin	U	3.50	2.00	0.50	1	
Dragon Engine	R	4.00	3.00	1.00	1		Knight of Stromgald	U	2.00	0.75	0.25	1	0.10	Stampede	R	4.40	3.00	2.00	1		Angelic Voices	U	5.00	3.00	0.50	1	
Drain Power	R	4.50	3.00	1.50	1		Leshrac's Rite	U	1.00	0.59	0.25	1	0.09	Stasis	R	5.00	4.00	2.00	1		Arcades Sabboth	U	5.00	4.00	0.75	1	
Dust to Dust	U	1.00	0.50	0.25	1		Leviathan	R	6.00	4.00	2.00	1		Steal Artifact	U	1.00	0.75	0.25	1	0.16	Arena of the Ancients	U	3.00	1.95	0.50	1	
Dwarven Catapult	U	1.00	0.59	0.25	1	0.09	Lhurgoyf	R	7.00	5.00	3.00	3		Stone Giant	U	1.00	0.50	0.25	1		Axelrod Gunnarson	U	4.00	2.00	0.50	1	
Dwarven Hold	R	4.50	3.00	1.50	1		Living of Leng	U	1.00	0.75	0.25	1	0.16	Stone Spirit	U	1.00	0.59	0.25	1	0.09	Ayasha Tanaka	U	3.00	2.00	0.50	1	
Dwarven Ruins	U	1.00	0.75	0.25	1		Lifeluce	U	1.00	0.59	0.25	1	0.09	Stromgald Cabal	R	4.40	3.00	2.00	1		Axelrod Gunnarson	U	4.00	2.00	0.50	1	
Earthquake	R	5.00	4.00	2.00	2		Lilietop	U	1.00	0.50	0.25	1		Sulfurous Springs	R	5.00	4.50	2.50	3		Banshee	US	2.00	1.00	0.50	1	
Eon Stronghold	U	1.00	0.75	0.25	1		Living Artifact	R	4.00	3.00	1.50	1		Sylvan Temple	U	1.00	0.75	0.25	1	0.13	Barl's Cage	U	3.00	1.50	0.50	1	
Elder Druid	R	5.00	3.00	1.75	1		Living Lands	R	4.00	3.00	1.50	1		Tawno's Weaponry	U	1.00	0.59	0.25	1	0.09	Beasts of Bogardan	US	2.00	1.00	0.50	1	
Elkon Bottle	R	4.00	3.00	1.50	1		Lord of Atlantis	R	5.40	4.00	2.00	1		The Hive	R	5.00	3.00	2.00	1		Blod Morn	U	5.00	3.00	0.50	1	
Elven Riders	U	1.00	0.75	0.25	1		Lord of the Pit	R	8.00	5.00	2.00	1		The Wretched	R	5.00	4.00	2.00	1		Blood of the Martyr	US	2.00	1.00	0.25	1	
Elvish Archers	R	4.00	3.00	1.50	1		Lure	U	1.00	0.75	0.25	1		Thicket Basilisk	U	1.00	0.75	0.35	1		Book of Rass	U	2.00	1.00	0.50	1	
Energy Flux	U	1.00	0.50	0.25	1		Magical Hack	R	4.50	3.00	2.00	1		Throne of Rawl	U	1.00	0.50	0.25	1	0.09	Bronze Horse	U	3.00	1.50	0.50	1	
Evil Eye of Orms-By-Gore	U	1.00	0.85	0.35	1	0.15	Magus of the Unseen	R	4.00	3.00	2.00	1		Thrill Returner	U	1.00	0.59	0.25	1	0.09	Chromium	U	5.00	4.00	1.00	1	
Evil Presence	U	1.00	0.50	0.25	1		Mana Clash	R	4.00	3.00	1.50	1		Time Bomb	R	4.40	3.00	2.00	1		City of Brass	U	10.00	7.00	4.00	4	
Eye for an Eye	R	4.00	3.00	1.50	1		Mana Flare	R	5.00	4.00	2.00	2		Time Elemental	R	6.00	4.00	2.00	2		Cocoon	US	2.00	1.00	0.25	1	
Fallen Angel	U	2.00	1.00	0.50	1		Mana Vault	R	5.00	3.45	2.00	1	0.05	Titanium's Song	R	4.00	3.00	1.50	1		Coecordant Crossroads	U	4.00	2.00	0.50	1	
Feedback	U	1.00	0.50	0.25	1		Manabarbs	R	4.00	3.00	1.50	1		Truce	R	4.00	3.00	1.50	1	0.09	Craw Giant	US	2.00	1.00	0.50	1	
Feldon's Cane	U	1.50	1.00	0.50	1		Meekstone	R	4.50	3.00	2.00	1		Tsurami	U	1.00	0.59	0.25	1	0.09	Cyclone	U	2.00	1.50	0.50	1	
Felhear Stone	U	1.50	0.75	0.35	1		Millstone	R	6.00	4.00	2.00	2		Underground River	R	5.00	4.50	2.50	3	0.12							
Feroz's Ban	R	4.00	3.00	1.00	1		Mind Bomb	U	1.00	0.75	0.25	1	0.25														
Fire Drake	U	1.00	0.59	0.25	1	0.09	Mind Warp	U	1.00	0.75	0.25	1	0.13														
Flame Spirit	U	1.00	0.59	0.25	1	0.09	Mole Worms	U	1.00	0.59	0.25	1	0.09														
Flashlites	U	1.00	0.50	0.25	1		Necropotence	R	7.00	5.00	3.00	4															
Flying Carpet	R	4.50	3.00	1.50	1		Nether Shadow	R	4.50	3.00	2.00	2															
Force of Nature	R	3.00	5.00	2.50	2		Nevinyral's Disk	R	8.00	6.00	3.00	4															
Forget	R	4.00	3.00	1.50	1		Nightmare	R	8.40	6.00	2.95	2															
Fountain of Youth	U	1.00	0.75	0.25	1		Obelisk of Undoing	U	4.00	3.00	2.00	1															
Fungusaur	R	4.00	3.00	2.00	1		Orchid Artillery	U	1.00	0.75	0.25	1	0.16														
Fyndhorn Elder	U	1.00	0.75	0.25	1	0.13	Orchid Captain	U	1.00	0.59	0.25	1	0.09														
Game of Chaos	R	4.40	3.00	2.00	1		Orchid Drillflame	U	1.00	0.75	0.25	1	0.16														
Gauntlets of Chaos	R	4.40	3.00	1.50	1		Orchid Squatters	R	4.40	3.00	1.50	1															
Glacial Wall	U	1.00	0.59	0.25	1	0.09	Order of the Sacred Torch	R	4.00	3.00	2.00	1															
Glasses of Urza	U	1.00	0.50	0.25	1		Order of the White Shield	U	2.00	0.75	0.35	1															
Gloom	U	1.00	0.75	0.25	1		Orp	R	4.50	3.00	2.00	1															
Goblin King	R	8.00	4.00	2.00	1		Ornithopter	U	1.00	0.59	0.25	1	0.09														
Goblin Warrens	R	4.00	3.00	2.00	1		Pentagram of the Ages	R	5.00	3.00	2.00	1															
Greater Realm of Preserv.	U	2.00	1.00	0.25	1		Personal Incarnation	R	4.50	3.00	2.00	1															
Greater Werewolf	U	1.00	0.59	0.25	1	0.09	Phantasmal Forces	U	1.00	0.50	0.25	1															
Havenwood Battleground	U	1.00	0.75	0.35	1		Phantom Monster	U	1.00	0.75	0.25	1															
Hecatomb	R	5.00	4.00	2.00	1		Pirate Ship	R	4.00	3.00	2.00	1															
Helm of Chatek	R	4.00	3.00	1.50	1		Power Sink	U	1.00	0.50	0.25	1															
Hollow Trees	R	4.50	3.00	1.50	1		Pox	R	5.00	3.25	2.00	2	0.25														
Howling Mine	R	7.00	5.00	2.85	3		Primal Clay	R	4.00	3.00	1.50	1		Untamed Wilds	U	1.00	0.59	0.25	1	0.09	Dekkon Blackblade	U	6.00	3.95	1.00	1	0.05
Hurky's Recall	R	4.00	3.00	1.50	1		Primal Order	R	5.00	3.00	2.00	1		Urza's Avenger	R	5.00	3.00	2.00	1		Dance of Many	U	3.00	2.00	0.50	1	
Hurricane	U	1.00	0.75	0.25	1		Primerdial Ooze	U	1.00	0.59	0.25	1	0.09	Urza's Bauble	U	1.00	0.50	0.25	1		Enchantment Alteration	US	2.00	1.00	0.25	1	
Hydroblast	U	1.00	0.75	0.25	1	0.25	Pyrobiast	U	1.00	0.75	0.25	1	0.25	Venduran Enchantress	R	4.00	3.00	2.00	1		Erlham Djinn	US	5.00	4.00	1.00	2	
Iceban Phalanx	U	1.00	0.59	0.25	1	0.09	Pyrotechnics	U	1.00	0.75	0.25	1	0.25	Wall of All	U	1.00	0.75	0.25	1		Fallen Angel	US	3.00	2.00	1.00	1	
Iceban Town	R	4.50	3.00	1.50	1		Rabid Wombat	U	1.00	0.75	0.25	1		Wall of Bone	U	1.00	0.50	0.25	1		Feldon's Cane	C2	1.30	0.25	0.05	1	
Ice Floe	U	1.00	0.75	0.25	1	0.05	Radjan Spirit	U	1.00	0.75	0.25	1	0.25	Wall of Brambles	U	1.00	0.50	0.25	1		Fire Drake	US	2.00	1.00	0.25	1	
Incongrate	C	0.50	0.15	0.05	0		Rag Man	R	4.00	3.00	2.00	1		Wall of Fire	U	1.00	0.50	0.25	1		Fountain of Youth	C2	0.50	0.10	0.05	0	
Inferno	R	5.00	3.00	2.00	1		Recall	R	5.00	3.00	2.00	1		Wall of Stone	U	1.00	0.59	0.25	1	0.09	Gabriel Angelfire	U	4.00	2.00	0.50	1	
Infinite Hourglass	R	4.50	3.00	1.50	1		Reverse Damage	R	5.00	3.00	2.00	1		Wall of Swords	U	1.00	0.75	0.25	1		Gauntlets of Chaos	U	3.00	2.00	0.50	1	
Instill Energy	U	1.00	0.59	0.25	1	0.09	Righteousness	R	4.20	3.00	2.00	1		Wanderlust	U	1.00	0.50	0.25	1		Goblin Artisans	US	2.00	1.00	0.25	1	
Iron Star	U																										

Item	High	Med	Low	TR	+	Item	High	Med	Low	TR	+	Item	High	Med	Low	TR	+	Item	High	Med	Low	TR	+											
Fellwar Stone	U2	4.00	2.13	1.00	1	Wer Barge	U2	4.00	2.00	1.00	1	Implements of Sacrifice	U	2.10	1.00	0.50	1	Dance of the Dead	U	2.00	1.00	0.25	1											
Fire and Brimstone	U2	3.00	1.50	1.00	1	Whippoorwill	U2	2.10	2.00	1.00	1	Orich Captain	U3	2.00	0.89	0.50	1	Deflection	R	11.73	8.00	4.00	3											
Fire Drake	U2	2.00	1.00	0.50	1	Witch Hunter	U	5.00	3.00	1.00	1	Order of Leitbur	C3	1.00	0.25	0.05	1	Demonic Consultation	U	1.00	1.00	0.05	1											
Flood	U2	2.00	1.00	0.50	1	Worms of the Earth	U	4.25	3.00	1.00	1	Order of the Ebon Hand	C3	1.00	0.25	0.05	1	Despotic Scepter	R	4.00	3.00	1.99	1											
Fountain of Youth	U2	2.00	1.25	0.50	1	Wormwood Treefolk	U	4.39	3.00	1.00	1	Orgg	U	5.00	3.00	1.00	2	Diabolic Vision	U	1.39	1.00	0.25	1											
Frankenstein's Monster	U	8.00	5.00	3.00	1	FALLEN EMPIRES						Raiding Party	U3	1.50	0.95	0.50	1	Dread Wight	R	4.00	3.00	1.50	1											
Gaea's Touch	C3	1.00	0.25	0.10	1	Complete Set	\$55	\$45	\$30	2	Rainbow Vale	U	3.20	2.00	0.50	1	Dreams of the Dead	U	1.00	1.00	0.25	1												
Ghost Ship	C3	0.75	0.25	0.10	1	Booster Display	80	60	35	2	Ring of Renewal	U	2.00	1.50	0.50	1	Drift of the Dead	U	1.00	1.00	0.25	1												
Goblin Caves	C3	1.00	0.25	0.10	1	Booster Pack	1.50	1.45	1.00	1	River Merfolk	U	3.00	2.00	1.00	1	Drought	U	1.00	1.00	0.25	1												
Goblin Wizard	U2	8.00	5.00	1.00	0.10	Typical Common	0.25	0.10	0.05	1	Ruins of Trokair	U2	2.00	1.00	0.50	1	Dwarven Armory	R	4.00	3.00	1.50	1												
Grave Robbers	U	6.00	4.00	1.00	1	Aspittle	U	\$3.00	\$1.50	\$0.50	1	Sand Silos	U	4.00	2.38	1.00	1	Earlthick	R	4.00	3.00	1.99	1											
Hidden Path	U	6.00	4.00	1.00	1	Balm of Restoration	U	2.00	1.00	0.50	1	Seasinger	U3	2.00	1.00	0.50	1	Elder Druid	R	5.00	3.20	1.99	0.25											
Inferno	U	6.00	5.00	2.00	1	Bottomless Vault	U	4.00	2.50	1.00	1	Soul Exchange	U3	2.00	0.89	0.50	1	Elemental Augury	R	4.00	3.00	2.00	1											
Knights of Thorn	U	2.00	4.00	2.00	1	Breeding Pit	U3	3.00	2.00	0.50	1	Spirit Shield	U	2.00	1.00	0.50	1	Elkin Bottle	R	4.00	3.00	1.93	1											
Leviathan	U	8.00	5.00	3.00	2	Conch Horn	U	2.00	1.00	0.50	1	Spore Flower	U3	2.00	1.00	0.50	1	Enduring Renewal	R	7.00	5.00	2.00	2											
Living Armor	U2	2.00	1.00	0.50	1																								Energy Storm	R	5.00	3.00	2.00	1
Lurker	U	3.00	2.50	1.00	1																								Essence Vortex	U	1.00	1.00	0.25	1

BCS BOOKS & COMICS

Players at my store do not pay close attention to the Pro Tour. George Baxter used to be a student down here so they are familiar with his name.

It's going to be a split effect and I don't really know which is going to be larger. Some people will say, "What, a new edition? Oh man," and be turned off by it. I think though—and I'm hoping—that more people are gonna go, "Oh wow, Classic is out, this is great." Magic is steady and is still a good strong seller, and I think Classic may actually be a good boost for it.

Mana Clash	U	4.00	2.98	1.00	1	Deep Spawn	U3	2.00	1.00	0.50	1	Abyssal Specter	U	\$2.00	\$1.00	\$0.50	1	0.50	Baldur's Gate	U1	2.29	1.50	0.50	1										
Mana Vortex	U	5.00	4.00	1.00	1	Delir's Cone	C	0.50	0.23	0.05	1	Adarker Sentinel	U	1.00	1.00	0.25	1	Adarker Wastes	R	6.00	5.00	3.00	4											
Martyr's Cry	U	3.00	3.00	1.00	1	Delir's Cube	U	2.00	1.00	0.50	1	Aegis of the Meek	R	4.00	3.00	1.00	1	Agression	U	1.00	1.00	0.25	1											
Maze of Ith	C	14.00	10.00	0.50	3	Derslor	U1	4.00	2.75	1.00	2	Alter of Bone	R	4.00	3.00	1.00	1	Altar of Bones	R	4.00	3.00	1.00	1											
Merfolk Assassin	U2	5.00	4.00	2.00	1	Dracorian Cylx	U	3.00	1.50	0.50	1	Amulet of Quoz	R	4.00	2.95	1.00	1	Anarchy	U	2.00	1.00	0.50	1											
Mind Bomb	U	3.00	2.00	1.00	1	Dwarven Armorer	U	2.99	1.00	0.25	1	Arcum's Sleigh	U	1.00	1.00	0.25	1	Arcum's Weathervane	U	1.00	1.00	0.25	1											
Nameless Race	U	5.00	4.00	1.00	1	Dwarven Catapult	U3	2.00	1.00	0.50	1	Arcum's Whistle	U	1.00	1.00	0.25	1	Ashen Ghoul	U	2.00	1.00	0.50	1											
Necropolis	U2	3.00	2.00	1.00	1	Dwarven Hold	U	4.00	2.25	0.75	1	Avalanche	U	1.00	1.00	0.25	1	Baldur's Conjurer	U	1.00	1.00	0.25	1											
Niall Silvain	U	4.00	3.00	1.00	1	Dwarven Lieutenant	U3	1.50	0.75	0.30	1	Baldur's Hydra	R	6.00	4.00	2.00	1	Baldur's Morale	U	1.00	1.00	0.25	1											
Orc General	U2	2.99	1.25	0.50	1	Dwarven Ruins	U2	3.50	1.00	0.50	1	Battle Cry	U	1.00	1.00	0.25	1	Baldur's Spirit	R	0.00	5.95	3.00	2											
People of the Woods	U2	2.00	1.75	0.50	1	Ebon Praetor	U1	3.50	2.00	1.00	1	Binding Grasp	U	1.50	1.00	0.25	1	Black Scarab	U	1.00	1.00	0.25	1											
Preacher	U	13.00	10.00	4.00	2	Ebon Stronghold	U2	3.00	1.00	0.50	1	Blinking Spirit	R	0.00	5.95	3.00	2	0.05	Bizzardi	R	4.00	3.00	1.00	1										
Psychic Allergy	U	3.10	4.00	1.00	1	Even Lyre	U	2.00	1.00	0.50	1	Blizzard	R	4.00	3.00	1.00	1	Blue Scarab	U	1.00	1.00	0.25	1											
Rag Man	U	4.49	3.00	1.00	1	Evil's Farmer	U	3.00	2.00	1.00	1	Brand of Ill Omen	R	4.00	3.00	1.00	1	Brand of Dreams	U	1.00	1.00	0.25	1											
Reflecting Mirror	U2	4.00	2.00	1.00	2	Farrel's Mantle	U3	1.50	0.75	0.50	1	Breath of Dreams	U	1.00	1.00	0.25	1	Brushland	R	6.00	5.00	3.00	3											
Runesword	U2	2.19	1.00	0.50	1	Farrelite Priest	U3	1.50	0.83	0.25	1	Call to Arms	R	4.00	3.00	2.00	1	Caribou Ward	R	7.00	3.00	2.00	1											
Safe Haven	U	5.00	3.00	1.00	1	Feral Thalid	U3	2.00	1.00	0.50	1	Celestial Sword	R	4.00	3.00	1.00	1	Centaur Archer	U	1.00	1.00	0.25	1											
Scarabrow	U2	3.00	2.00	1.00	1	Fungal Bloom	U	4.00	2.00	1.00	1	Chaos Lord	R	5.00	3.00	1.99	1	Chaos Moon	R	4.00	3.00	1.00	1											
Scarwood Bandits	U	6.00	3.00	1.00	1	Goblin Flotilla	U	3.00	1.50	0.50	1	Chromatic Armor	R	4.00	3.00	1.50	1	Chromatic Priest	U3	1.50	0.82	0.50	1											
Scarwood Hag	U2	2.19	1.25	0.50	1	Goblin Grenade	C3	0.50	0.25	0.05	1	Cold Snap	U	1.00	1.00	0.25	1	Crown of the Ages	R	5.00	4.00	2.00	1											
Season of the Witch	U	3.19	3.00	1.00	0.50	Goblin Kites	U3	1.50	0.82	0.50	1	Conquer	U	2.00	1.00	0.25	1	Curse of Marit Lape	R	4.00	3.00	1.00	1											
Sisters of the Flame	U2	2.00	1.00	0.50	1	Goblin Warrens	U	4.00	3.00	2.00	1	Counterspell	C	0.49	0.15	0.10	0	Dance of the Dead	U	2.00	1.00	0.25	1											
Skull of Oim	U2	3.00	4.00	1.00	1	Hand of Justice	U	5.00	4.00	1.00	1	Crown of the Ages	R	5.00	4.00	2.00	1	Deflection	R	11.73	8.00	4.00	3											
Sorrow's Path	U	4.00	3.00	1.00	1	Havegood Battleground	U2	3.00	1.00	0.50	1	Curse of Marit Lape	R	4.00	3.00	1.00	1	Demonic Consultation	U	1.00	1.00	0.05	1											
Spitting Slug	U2	2.00	1.00	0.50	2	Herolism	U3	2.00	0.75	0.50	1	Dwarf	U	2.00	1.00	0.50	1	Despotic Scepter	R	4.00	3.00	1.99	1											
Standing Stones	U2	3.00	1.50	0.50	1	Hollow Trees	U	3.90	2.00	0.85	1	Chromatic Priest	U3	1.50	0.82	0.50	1	Diabolic Vision	U	1.39	1.00	0.25	1											
Stone Calendar	U	7.00	4.00	1.00	1	Homarid Shaman	U	2.00	1.00	0.50	1	Iceball Store	U	4.00	2.25	0.50	1	Dread Wight	R	4.00	3.00	1.50	1											
Tangle Kelp	U2	2.00	1.00	0.50	1	Hymn to Tourach	C4	0.75	0.25	0.05	1	Iceball Store	U	4.00	2.25	0.50	1	Dreams of the Dead	U	1.00	1.00	0.25	1											
The Fallen	U2	3.00	1.00	0.50	1	Iceball Lieutenant	U	3.00	1.70	0.50	1	Iceball Store	U	4.00	2.25	0.50	1	Drift of the Dead	U	1.00	1.00	0.25	1											
Thvader's Crusade	U2	3.00	2.00	1.00	1	Iceball Phalanx	U3	1.50	0.82	0.50	1	Iceball Store	U	4.00	2.25	0.50	1	Drought	U	1.00	1.00	0.25	1											
Tarmud's Crypt	U2	3.00	1.75	0.50	2	Iceball Priest	U3	1.50	0.82	0.50	1	Iceball Store	U	4.00	2.25	0.50	1	Dwarven Armory	R	4.00	3.00	1.50	1											
Tower of Correal	U2	2.19	1.00	0.50	1	Iceball Skirmishers	U	3.00	2.00	0.50	1	Iceball Store	U	4.00	2.25	0.50	1	Earlthick	R	4.00	3.00	1.99	1											
Tracker	U	7.00	4.00	2.00	2	Iceball Town	U	4.00	2.28	1.00	1	Iceball Store	U	4.00	2.25	0.50	1	Elder Druid	R	5.00	3.20	1.99	0.25											
Uncle Istvan	U2	3.00	2.00	0.50	1																								Elemental Augury	R	4.00	3.00	2.00	1
Ward of Ith	U2	4.00	2.00	1.00	1																								Elkin Bottle	R	4.00	3.00	1.93	1

Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/
Karlusian Yeti	R	4.20	3.00	2.00	1	Snow Hound	U	1.00	1.00	0.25	1	Black Carriage	U	3.00	2.00	0.50	1
Kjeldoran Elite Guard	U	1.00	1.00	0.25	1	Snowblind	R	4.00	3.00	1.00	1	Broken Visage	U	3.00	2.00	0.50	1
Kjeldoran Frostbeast	U	1.00	1.00	0.25	1	Soldavi Golem	R	4.00	3.00	1.00	1	Castle Sengir	U3	2.00	0.75	0.40	1
Kjeldoran Knight	R	4.00	3.00	1.50	1	Soldavi Machinist	U	1.00	1.00	0.25	1	Chain Stasis	U	3.00	1.60	0.50	1
Kjeldoran Phalanx	R	4.00	3.00	1.00	1	Soldavi Simulacrum	U	1.00	1.00	0.25	1	Chandler	C	0.50	0.13	0.05	1
Kjeldoran Royal Guard	R	5.00	3.00	2.00	1	Soul Barrier	U	1.00	1.00	0.25	1	Clockwork Gnomes	C	0.50	0.15	0.05	1
Kjeldoran Skycaptain	U	1.00	1.00	0.25	1	Spectral Shield	U	1.00	1.00	0.25	1	Clockwork Stead	C	0.50	0.14	0.05	1
Knight of Stronggald	U	2.00	1.00	0.40	1	Spoils of Evil	R	4.00	3.00	1.50	1	Clockwork Swarm	C	0.50	0.12	0.05	1
Krovikan Elementalist	U	1.00	1.00	0.25	1	Spoils of War	R	4.50	3.00	1.50	1	Coral Reef	C	0.50	0.12	0.05	1
Krovikan Vampire	U	3.00	1.00	0.25	1	Staff of the Ages	R	4.00	3.00	1.50	1	Daughter of Autumn	U	4.00	2.00	0.50	1
Land Cap	R	4.00	3.00	1.00	1	Stampede	R	5.00	3.00	2.00	1	Death Speakers	U3	1.50	0.75	0.25	1
Lapis Lazuli Talisman	U	1.00	1.00	0.25	1	Stench of Evil	U	1.30	1.00	0.25	1	Digeridoo	U	5.00	2.00	1.00	1
Lava Tubes	R	4.00	3.00	1.00	1	Stone Spirit	U	1.00	1.00	0.25	1	Drudge Spoil	U3	1.50	1.00	0.40	1
Leshrac's Rite	U	1.00	1.00	0.25	1	Storm Spirit	R	4.00	3.00	1.75	1	Dwarven Pony	U	2.00	1.13	0.50	1
Leshrac's Sigil	U	1.00	1.00	0.25	1	Stormbind	R	6.00	4.98	2.00	3	Dwarven Sea Clan	U	3.00	1.60	0.50	1
Lhurgoyf	R	7.50	6.00	3.00	4	Stronggald Cabal	R	5.00	3.00	2.00	1	Elony Rhino	C	0.50	0.14	0.05	1
Lightning Blow	R	4.00	3.00	1.50	1	Stunted Growth	R	4.00	3.00	2.00	1	Ern the Relentless	U3	2.00	1.50	0.75	1
Lim-Doll's Hex	U	1.00	1.00	0.25	1	Sulfurous Springs	R	8.00	5.00	3.00	3	Evaporate	U3	1.00	0.75	0.35	1
Lost Order of Jarkeld	R	4.00	3.00	1.50	1	Sunstone	U	1.00	1.00	0.25	1	Faerie Noble	U	4.00	2.53	1.50	1
Lure	U	1.00	1.00	0.25	1	Swords to Plowshares	U	2.00	1.00	0.25	1	Ferro's Ban	U	3.00	1.65	1.00	1
Maddening Wind	U	1.00	1.00	0.25	1	Thermokast	U	2.00	1.00	0.50	1	Forget	U	3.00	2.00	0.50	1
Magus of the Unseen	R	4.00	3.00	2.00	1	Thoughtbeech	U	1.00	1.00	0.25	1	Funerel March	C	0.50	0.13	0.05	1
Malachite Talisman	U	1.00	1.00	0.25	1	Thunder Wall	U	1.00	1.00	0.25	1	Ghost Hounds	U3	1.00	1.00	0.25	1
Martan Stronggald	R	8.00	5.00	2.00	1	Timberline Ridge	R	4.00	3.00	1.00	1	Giant Oyster	U3	1.50	0.88	0.40	1
Meloe	U	1.00	1.00	0.25	1	Time Bomb	R	5.00	3.00	2.00	1	Grandmother Sengir	U	4.00	2.00	0.50	1
Melting	U	1.00	1.00	0.25	1	Total War	R	4.00	3.00	1.50	1	Hazulur the Abbot	U	3.00	2.00	0.50	1
Mercenaries	R	4.00	3.00	1.00	1	Touch of Vitas	U	1.00	0.88	0.25	1	Heart Wolf	U	3.00	1.50	0.50	1
Merika Ri Berit	R	5.00	3.00	2.00	1	Trailblazer	R	4.00	3.00	1.00	1	Hisan's Shade	U3	3.00	2.00	1.00	2
Mesmeric Trance	R	4.00	3.00	1.00	1	Underground River	R	5.00	5.00	3.50	3	Ihri Sengir	U3	2.00	1.00	0.50	1
Metac Shower	C	0.30	0.10	0.10	0	Updraft	U	1.00	1.00	0.25	1	Ironclaw Curse	U	2.50	1.00	0.50	1
Mind Warp	U	2.00	1.00	0.25	1	Urza's Bauble	U	1.00	1.00	0.35	1	Jinx	C	0.50	0.12	0.05	1
Mind Whip	R	4.00	3.00	1.00	1	Voidt	R	4.00	3.00	1.00	1	Joven	C	0.50	0.13	0.05	1
Minion of Leshrac	R	6.00	4.00	2.00	1	Venomous Breath	U	1.00	1.00	0.25	1	Joven's Ferrats	C	0.50	0.15	0.05	1
Minion of Terezh Szat	R	5.00	3.75	2.00	1	Vertigo	U	1.00	1.00	0.25	1	Joven's Tools	U3	2.00	0.75	0.50	1
Mole Worms	U	1.00	1.00	0.25	1	Vexing Arcanix	R	6.00	4.00	2.00	1	Kaskun Falls	U	3.00	2.00	0.50	1
Monsoon	R	4.00	3.00	1.50	1	Vibrating Sphere	R	4.00	3.00	1.50	1	Kaskun Keep	U3	1.50	0.75	0.40	1
Mountain Titan	R	4.00	3.00	1.50	1	Walking Wall	U	1.00	1.00	0.25	1	Leaping Lizard	C	0.50	0.15	0.05	1
Mudslide	R	4.00	3.00	1.00	1	Wall of Lava	U	1.00	1.00	0.25	1	Leeches	U	2.50	1.50	0.50	1
Musician	R	4.00	3.00	1.00	1	Wall of Fine Needles	U	1.00	1.00	0.25	1	Manmoth Harness	U	2.00	1.40	0.50	1
Mystic Might	R	4.00	3.00	1.25	1	Wall of Shields	U	1.00	1.00	0.25	1	Marjhan	U	4.00	2.00	1.00	1
Naere Talisman	U	1.00	1.00	0.25	1	War Chariot	U	1.00	1.00	0.25	1	Merchaat Scroll	C	0.50	0.18	0.05	1
Naked Singularity	R	4.00	3.00	2.00	1	Whalebone Glider	U	1.00	1.00	0.25	1	Mystic Decree	U	5.00	3.00	1.00	1
Nature's Lora	U	1.00	1.00	0.25	1	White Scarab	U	1.00	1.00	0.25	1	Marwhel	U	3.00	2.00	0.50	1
Neotropotance	R	8.00	6.00	4.00	4	Whitout	U	1.00	1.00	0.25	1	Orchish Mine	U3	1.50	0.80	0.40	1
Oath of Lim-Doll	R	4.00	3.00	1.50	1	Whitout	R	5.00	3.00	1.50	1	Primal Order	U	6.00	4.38	2.00	1
Oeyp Talisman	U	1.00	1.00	0.25	1	Wind Spirit	U	1.00	1.00	0.25	1	Rashika the Slayer	U3	2.00	1.00	0.50	1
Orchish Cannoneers	U	1.00	1.00	0.25	1	Wings of Aesthir	U	1.50	1.00	0.25	1	Renewal	C	0.50	0.12	0.05	1
Orchish Healer	U	1.00	1.00	0.25	1	Winter's Chill	R	4.00	3.00	1.00	1	Retribution	U3	1.00	0.88	0.40	1
Orchish Librarian	R	4.00	3.00	1.50	1	Withering Wisps	U	1.00	1.00	0.25	1	Revoka, Wizard Savant	U	3.00	2.00	1.00	1
Orchish Squatters	R	5.00	3.00	2.00	1	Word of Blasting	U	1.00	1.00	0.25	1	Root Spider	U3	1.00	0.75	0.40	1
Order of the Sacred Torch	R	5.00	3.00	1.50	1	Wrath of Marit Lage	R	4.00	3.00	1.50	1	Routs	U3	1.00	0.80	0.40	1
Order of the White Shield	U	2.00	1.00	0.35	1	Yavimaya Gnats	U	1.00	1.00	0.25	1	Rotembopter	C	0.50	0.23	0.05	1
Pale Bears	R	4.00	3.00	1.50	1	Zur's Weirldng	R	5.00	4.00	2.00	2	Rysarian Badger	U	3.00	1.50	0.50	1
Pentagram of the Ages	R	3.00	3.55	2.00	1	Zuran Orb	U	4.00	2.55	0.75	1	Sea Sprite	U3	2.00	1.00	0.50	1
Phantasmal Mount	U	1.00	1.00	0.25	1	HOMELANDS						Sea Troll	U3	1.00	0.75	0.40	1
Pit Trap	U	1.00	1.00	0.25	1	Complete Set	\$75	\$65	\$25	2	Sengir Autocrat	U	4.00	3.00	1.50	1	
Polar Kraken	R	8.00	5.00	2.00	2	Booster Display	95	75	50	2	Serra Aviary	U	5.00	2.55	1.00	1	
Pax	R	6.00	4.00	2.00	3	Booster Pack	1.75	1.60	1.00	1	Serra Bestiary	C	0.50	0.13	0.05	1	
Pygmy Allosaurus	R	4.00	3.00	1.00	1	Typical Common	0.25	0.10	0.05	1	Serra Inquisitors	U3	1.00	0.75	0.30	1	
Pyreclasm	U	2.00	1.00	0.40	1	Abbey Gargoyles	U3	\$2.00	\$1.00	\$0.50	1	Serra Paladin	C	0.50	0.12	0.05	1
Reality Twist	R	4.00	3.00	1.50	1	Aether Storm	U3	2.00	1.00	0.50	1	Serrated Arrows	C	2.00	0.63	0.10	1
Reclamation	R	4.00	3.00	1.50	1	Ar-Hava Constable	U3	1.50	0.75	0.40	1	Soraya the Falconer	U	3.00	2.00	1.00	1
Red Scarab	U	1.00	1.00	0.25	1	Ar-Hava Inn	U3	1.50	0.75	0.40	1	Spectral Bears	U3	2.00	1.00	0.50	1
Ritual of Subdual	R	4.00	3.00	1.50	1	Ar-Hava Township	U3	1.50	0.75	0.40	1	Timmerian Fiends	U	2.50	1.50	0.40	1
River Delta	R	4.00	3.00	1.00	1	Ar-Zarin Ruins	U	4.00	2.00	0.50	1	Truce	U	3.00	1.79	0.50	1
Ruined Arch	R	4.00	3.00	1.00	1	Anaba Ancestor	U	3.00	2.00	1.00	1	Veldrane of Sengir	U	4.00	2.00	0.50	1
Sacred Bon	U	1.00	1.00	0.25	1	Apocalypse Chimne	U	3.00	2.00	0.50	1	Wall of Kelp	U	2.00	1.40	0.50	1
Sea Spirit	U	1.00	1.00	0.25	1	Autumn Willow	U	8.00	6.00	4.00	3	Willow Priestess	U	4.00	2.00	1.00	1
Seraph	R	8.00	6.00	3.00	2	Aysen Abbey	U3	1.50	0.75	0.40	1	Winter Sky	U	3.00	1.50	0.50	1
Shield of the Ages	U	1.00	1.00	0.25	1	Aysen Crusader	U	3.00	2.00	0.50	1	Wizards' School	U3	2.00	0.75	0.40	1
Shyft	R	4.00	3.00	1.50	1	Aysen Highway	U	3.00	2.00	1.00	1	ALLIANCES					
Stibant Spirit	R	8.00	4.00	2.00	1	Bak's Curse	U	2.50	1.50	0.40	1	Complete Set	\$200	\$165	\$100	4	
Silver Erbe	U	1.00	1.00	0.25	1	Baron Sengir	U	8.00	6.50	4.00	2	Booster Display	190	145	95	3	
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Advertiser Index

AD CODE	ADVERTISER	PAGE
1	1999 Regional (Wizards)	2
2	989 Studios	6-7
3	Arena League (Wizards)	135
4	Blaze of Glory (Decipher)	47
5	Classic Magic (Wizards)	16-17
6	Cyber Warrior	72
7	Dark City (New Line Cinema)	18
8	Dark Horse	37
9	DCI Judge	15
10	Diamond	5
	Duelist Contest	66-67
	Franklin Mint	12
11	Game Camp Contest (Wizards)	49
12	Gen Con (Wizards)	85
13	GT Interactive	10-11
14	Hastur's Hobbies	120
15	Iguana's	114
16	Legend of Legaia (Sony Computer Entertainment)	IFC-1
17	J&M	125
18	MG Artifacts	75
19	Might & Magic VII (3DO)	136-IBC
20	Neutral Ground	120
21	Origins (Wizards)	33
22	PT New York (Wizards)	39
23	Redemption Program (Wizards)	96
24	Shattered Light (Simon & Schuster)	83
25	Spirit Wars (Won.net)	45
26	Super Series 1999 (Wotc)	79
27	Super Series Champs (Wizards)	95
28	Thunder & Lightning	120
29	Torment (Interplay)	34-35
30	Total Annihilation (GTI/Cavedog)	42-43
31	Troll & Toad	123
32	Urza's Destiny (Wizards)	OBC

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Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	
Storm Elemental	U	1.00	1.00	0.50	1	Dissipate	U	3.00	1.50	0.50	2	0.20	Moss Diamond	U	2.00	1.00	0.50	1	Urayur Bee Sting	U	1.00	0.75	0.25	1
Stronghold Spy	U	1.00	1.00	0.50	1	Divine Retribution	R	4.00	3.00	1.50	1		Mountain Valley	U	1.00	0.75	0.30	1	Urayur Griffin	U	1.00	0.75	0.25	1
Suffocation	U	1.00	1.00	0.50	1	Dread Specter	U	1.00	0.75	0.25	1		Mtenda Griffin	U	1.00	0.87	0.25	1	Vaporous Djinn	U	1.00	0.75	0.25	1
Surge of Strength	U	1.00	1.00	0.50	1	Dwarven Miner	U	2.00	0.75	0.25	1	0.13	Mystical Tutor	U	2.50	1.00	0.30	1	Venifact Bottle	R	5.00	3.00	2.00	1
Sustaining Spirit	R	7.00	4.00	2.00	1	Early Harvest	R	5.00	3.00	1.50	2		Natural Balance	R	6.00	4.00	2.00	3	Vigilant Martyr	U	1.00	0.75	0.25	1
Sworn Defender	R	5.00	3.50	2.00	1	Elixir of Vitality	U	1.00	0.75	0.25	1		Nettletooth Djinn	U	2.00	1.00	0.50	1	Vitalizing Cascade	U	1.00	0.75	0.25	1
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Thought Lash	R	5.00	3.00	2.00	1	Emberwild Djinn	R	5.00	3.50	2.00	1	0.50	Null Chamber	R	6.00	4.00	1.99	1	Volcanic Geyser	U	2.00	1.00	0.25	1
Tidal Control	R	4.00	3.00	2.00	1	Energy Bolt	R	5.00	3.00	2.00	1	0.50	Painful Memories	U	1.00	0.75	0.25	1	Waiting in the Woods	R	5.00	3.00	2.00	1
Tornado	R	4.00	3.00	2.00	1	Energy Vortex	R	5.00	3.00	2.00	1		Patagia Golem	U	1.00	0.75	0.25	1	Warping Warm	R	5.00	3.00	1.99	1
Unlikely Alliance	U	1.00	1.00	0.50	1	Enlightened Tutor	U	3.00	1.00	0.50	1	0.25	Paupers' Cape	U	5.00	3.00	2.00	1	Wave Elemental	U	1.00	0.75	0.25	1
Urza's Engine	U	2.00	1.00	0.50	1	Ersatz Gnomes	U	1.00	0.75	0.25	1	0.13	Pearl Dragon	R	7.00	5.00	3.00	2	Wellspring	R	4.00	3.00	1.50	1
Varchild's War-Riders	R	6.00	4.00	2.50	1	Ether Well	U	1.00	0.75	0.25	1		Phyrexian Dreadnought	R	10.00	7.00	3.00	3	Wildfire Emissary	U	2.00	1.00	0.35	1
Visceral Drone	U	1.00	1.00	0.50	1	Ethereal Champion	R	5.00	3.00	2.00	1		Phyrexian Forge	R	4.00	3.00	1.99	1	Windraper Falcon	U	1.00	0.75	0.25	1
Wandering Mage	R	5.00	3.00	2.00	1	Fallow Earth	U	1.00	0.75	0.25	1		Phyrexian Tribute	R	4.00	3.00	1.99	1	Withering Boon	U	1.00	0.75	0.25	1
Whirling Catapult	R6	4.00	2.25	0.85	1	Favorable Destiny	U	1.00	0.75	0.25	1		Phyrexian Vault	U	1.00	0.75	0.25	1	Worldly Tutor	U	2.00	1.00	0.50	1
Winter's Night	R	4.00	3.00	2.00	1	Femeral Archers	U	2.00	1.00	0.25	1		Political Trickery	R	5.00	4.00	1.99	2	Yare	R	5.00	3.00	1.99	1
Yavimaya Ants	U	2.00	1.00	0.50	1	Final Fortune	R	10.00	6.37	3.00	2	0.63	Polymorph	R	5.00	3.00	2.00	1	Zebra Unicorn	U	1.00	0.75	0.25	1
MIRAGE						Fire Diamond	U	2.00	1.00	0.50	1		Preferred Selection	R	5.00	3.00	1.99	1	Zerlin of the Claw	R	5.00	4.00	2.00	1
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Booster Pack	3.00	2.85	2.65	2	Flood Plain	U	1.00	0.75	0.30	1		Psychic Transfer	R	5.00	3.00	1.50	1							
Starter Display	100	90	80	3	Floodgate	U	1.00	0.75	0.25	1		Purgatory	R	5.00	3.00	1.50	1							
Starter Deck	9.00	8.95	7.65	3	Foratog	U	1.00	0.75	0.25	1		Purraj of Urborg	R	5.00	3.00	2.00	1							
Typical Common	0.25	0.10	0.05	1	Forbidden Crypt	R	5.00	3.00	2.00	2		Quirion Eyes	C	0.30	0.10	0.05	1							
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Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/
Lead-Belly Chimera	U	1.00	1.00	0.30	1	Arctic Wolves	U	1.00	1.00	0.25	0
Lichenfroppe	R	3.00	3.00	1.50	1	Argivian Find	U	1.00	0.82	0.25	0
Lightning Cloud	R	5.00	4.00	2.00	1	Argivian Restoration	U	1.00	0.82	0.25	0
Longbow Archer	U	1.50	1.00	0.30	1	Aura of Silence	U	2.00	1.00	0.35	0
Magma Mine	U	3.00	1.00	0.30	1	Avizca	R	5.00	3.00	2.00	1
Man-o-War	C	0.50	0.20	0.10	0	Banshi	U	1.00	1.00	0.25	0
Mstogi Golem	U	1.00	0.75	0.25	1	Bone Dancer	R	5.00	4.00	2.00	1
Miraculous Recovery	U	1.00	1.00	0.30	1	Bösium Strip	R	7.00	5.00	2.00	1
Nob Mentality	U	1.00	0.75	0.25	1	Bubble Matrix	R	7.00	4.50	2.00	1
Mundango	U	1.25	1.00	0.30	1	Buried Alive	U	2.00	1.00	0.50	0
Natural Order	R	6.00	4.37	2.00	2	Call of the Wild	R	5.00	4.00	2.00	1
Necromancy	U	2.00	1.00	0.30	1	Chimeric Sphere	U	1.50	1.00	0.25	0
Necrosavant	R	5.00	4.00	2.00	1	Cinder Giant	U	1.00	0.80	0.25	0
Nekrotal	U	3.00	2.00	0.50	2	Circling Vultures	U	1.00	0.80	0.25	0
Ogre Enforcer	R	6.00	3.75	1.99	1	Cloud Djinn	U	1.50	1.00	0.25	0
Ovinomancer	U	1.00	0.85	0.30	1	Cone of Flame	U	2.00	0.85	0.25	0
Peace Talks	U	1.25	1.00	0.30	1	Debt of Loyalty	R	5.00	3.00	2.00	1
Phyrexian Marauder	R	5.00	3.00	1.50	1	Dense Foliage	R	8.00	4.00	2.00	1
Pillar Tombs of Alu	R	6.00	4.75	2.00	1	Desperate Gambit	U	1.00	0.93	0.25	0
Prosperity	U	2.00	1.00	0.50	1	Dingus Staff	U	1.00	1.00	0.25	0
Pygmy Hippo	R	5.00	4.00	2.00	1	Doomsday	R	6.00	4.00	2.00	1
Quicksand	U	2.00	1.00	0.50	1	Downdraft	U	1.00	0.82	0.25	0
Quirion Druid	R	3.00	4.00	1.89	1	Dwarven Thaumaturgist	R	5.00	3.00	1.50	1
Rainbow Ereet	R	7.00	5.00	2.00	3	Empyrial Armor	C	0.50	0.20	0.05	0
Relentless Assault	R	2.00	9.00	3.00	2	Erat's Familiar	R	5.00	3.00	1.50	2
Relic Ward	U	1.00	0.82	0.30	1	Fallow Wurm	U	2.00	1.00	0.25	0
Retribution of the Meek	R	5.00	4.00	2.00	1	Familiar Ground	U	1.00	0.92	0.25	0
Righteous War	R	5.00	4.00	1.99	1	Fervor	R	7.00	5.00	2.00	1
River Boa	C	0.50	0.20	0.10	0	Festering Evil	U	1.00	0.80	0.25	0
Rowan	R	5.00	4.00	2.00	1	Fire Whip	C	0.50	0.13	0.05	0
Sands of Time	R	3.00	4.00	2.00	2	Firestorm	R	8.00	6.00	2.00	3
Scaldbane's Elite	U	1.25	1.00	0.30	1	Foriysian Brigade	U	1.00	0.82	0.25	0
Shimmering Ereet	U	1.00	1.00	0.30	1	Fungus Elemental	R	5.00	3.00	2.00	1
Simon	U	1.80	0.93	0.30	1	Gaea's Blessing	U	3.00	1.50	0.50	2
Snake Basket	R	8.00	6.00	3.00	3	Gallowbraid	R	5.00	4.00	2.00	1
Spitting Drake	U	1.00	0.75	0.25	1	Gemstone Mine	U	4.00	3.00	1.00	3
Spandering Resources	R	6.00	5.00	3.00	3	Gerrard's Wisdom	U	2.00	1.00	0.50	0
Stammered Wildbeasts	U	2.00	1.00	0.50	1	Goblin Bomb	R	6.00	4.00	2.00	1
Suleiman's Legacy	R	5.00	4.00	2.00	2	Goblin Grenadiers	U	1.00	0.80	0.25	0
Summer Bloom	U	1.00	1.00	0.30	1	Heart of Bogardan	R	6.00	4.00	2.00	1
Suz'Ala Assassin	U	1.00	0.83	0.30	1	Heat Stroke	R	5.00	3.00	1.50	1
Suz'Ala Lancer	C	0.29	0.15	0.10	0	Hidden Horror	U	2.00	1.00	0.35	0
Talrune Piper	U	1.00	0.75	0.25	1	Hurlcon Shaman	U	1.00	0.80	0.25	0
Teleri's Honor Guard	U	1.00	0.80	0.25	1	Infernal Tribute	R	6.00	3.50	2.00	1
Teleri's Puzzle Box	R	6.10	4.00	2.00	1	Inner Sanctum	R	5.00	3.00	2.00	1
Teleri's Realm	R	5.00	3.00	1.99	1	Jabari's Banner	U	1.00	0.93	0.25	0
Tempest Drake	U	1.25	1.00	0.30	1	Lava Hounds	U	1.50	0.93	0.25	0
Three Wishes	R	5.00	4.00	1.50	1	Liege of the Hollows	R	5.00	3.00	2.00	1
Time and Tide	U	1.00	0.80	0.25	1	Llanowar Behemoth	U	1.00	1.00	0.25	0
Tin-Wing Chimera	U	1.00	1.00	0.30	1	Lotus Vale	R	15.00	10.00	6.00	3
Tithe	R	6.00	5.00	2.00	3	Mana Web	R	7.00	5.00	2.00	1
Triangle of War	R	5.00	3.00	1.99	1	Maraxus of Keld	R	8.00	5.00	2.00	1
Uktabi Orangutan	U	2.00	1.00	0.50	2	Master of Arms	U	1.00	0.93	0.25	0
Undiscovered Paradise	R	10.00	7.95	4.00	4	Mind Stone	C	0.50	0.12	0.05	0
Vampiric Tutor	R	10.00	8.00	4.95	3	Mischiefous Pottergeist	U	1.00	0.85	0.25	0
Vampirism	U	1.00	0.89	0.30	1	Mistmoun Griffin	U	1.00	0.93	0.25	0
Viashino Sandstalker	U	3.00	1.00	0.50	1	Morifteen	R	5.00	4.00	1.50	1
Viashivan Dragon	R	10.00	7.00	4.00	2	Mwvuvuli Ooze	R	5.00	3.00	2.00	1
Vision Charm	C	0.30	0.15	0.10	0	Nature's Resurgence	R	5.00	3.00	2.00	1
Wand of Denial	R	5.00	4.00	2.00	1	Necrotog	U	1.50	1.00	0.50	0
Waterspout Djinn	U	2.00	1.00	0.50	1	Noble Benefactor	U	1.00	0.93	0.25	0
Wind Shear	U	1.00	0.92	0.30	1	Hull Rod	R	5.00	4.00	2.00	1
Zhallirin Crusader	R	6.00	4.00	2.00	1	Odylic Wraith	U	1.50	1.00	0.25	0
						WEATHERLIGHT					
Complete Set		\$185	\$163	\$90	3	Peacekeeper	R	6.00	4.49	2.00	1
Booster Display		100	90	75	3	Pendrell Mists	R	6.00	4.49	2.00	2
Booster Pack		3.09	2.95	2.69	1	Phantom Warrior	U	2.99	1.00	0.25	0
Typical Common		0.25	0.10	0.05	0	Phyrexian Furnace	U	1.50	1.00	0.35	0
Abduction	U	\$2.00	\$1.00	\$0.35	0	Psychic Vortex	R	5.00	3.00	2.00	1
Abycance	R	10.00	7.00	4.00	3	Releam	U	2.00	0.85	0.25	0
Abroth	R	6.50	4.75	2.99	1	Revered Unicorn	U	1.00	1.00	0.25	0
Aether Flash	U	2.25	1.00	0.50	0	Roc Hatching	U	1.90	0.82	0.25	0
Agonizing Memories	U	1.00	1.00	0.25	0	Scarched Ruins	R	6.00	5.00	2.00	1
Alabaster Dragon	R	7.00	6.00	3.00	1	Serenity	R	5.00	3.50	2.00	1
Ancestral Knowledge	R	7.00	4.75	2.00	2	Serra's Blessing	U	2.00	1.00	0.25	0
						Serrated Diskellon	U	2.00	1.00	0.35	0

Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/	Item	High	Med	Low	TR	+/				
Southern Paladin	R	7.00	4.50	2.00	1	0.50	Dismiss	U	2.00	1.50	0.75	2	Metallic Silver	C	0.75	0.25	0.05	0	Saltari Priest	U	2.00	1.50	0.50	2			
Steel Golem	U	2.00	1.00	0.35	0		Dracoplasm	R	6.00	4.00	3.00	1	0.50	Mindwhip Silver	U	1.00	1.00	0.50	1	0.01	Soulrinker	U	1.00	0.75	0.35	1	0.04
Strands of Night	U	1.00	0.82	0.25	0	0.11	Bread of Night	U	2.00	1.00	0.50	1		Minion of the Wastes	R	6.00	4.00	2.00	1		Spirit Mirror	R	6.00	4.37	3.00	2	0.13
Straw Golem	U	1.00	0.75	0.25	0	0.04	Dregs of Sorrow	R	6.00	4.00	3.00	1	0.39	Mirri's Guile	R	5.00	4.00	2.00	1		Spontaneous Combustion	U	3.00	1.00	0.50	1	
Sylvan Hierophant	U	1.00	0.85	0.25	0	0.15	Duplicity	R	5.00	3.90	2.00	1	0.10	Mnemonic Silver	U	2.00	1.00	0.50	1		Stalking Stones	U	2.00	1.00	0.50	1	
Tariff	R	5.00	3.00	2.00	1	0.50	Earthcraft	R	8.00	4.75	3.00	2	0.25	Mogg Cannon	U	1.00	0.75	0.35	1	0.15	Starke of Reth	R	5.00	3.45	2.00	1	0.54
Teferi's Veil	U	1.00	1.00	0.25	0		Echo Chamber	R	6.00	3.55	2.00	1	0.45	Mogg Fanatic	C	0.50	0.25	0.05	0		Static Orb	R	5.00	4.75	3.00	2	0.25
Thran Forge	U	1.00	0.93	0.25	0	0.08	Ekadami's Vineyard	R	9.00	6.00	4.00	4		Mogg Hollows	U	1.00	1.00	0.50	1		Staunch Defenders	U	1.00	1.00	0.50	1	
Thran Tome	R	5.00	3.00	1.50	1		Ekadami, Lord of Leaves	R	7.00	6.00	3.00	1		Mogg Squad	U	1.00	0.75	0.35	1	0.13	Steal Enchantment	U	2.00	1.00	0.50	1	
Thunderbolt	C	0.50	0.20	0.05	0		Elven Warhounds	R	5.00	3.20	2.00	1	0.80	Mongrel Pack	R	5.00	3.99	2.00	1	0.01	Stinging Lizard	U	1.00	0.88	0.35	1	0.13
Thundermare	R	10.00	7.25	5.00	2	0.75	Elvish Fury	C	0.50	0.25	0.05	0		Muscle Silver	C	0.50	0.25	0.05	0	0.12	Storm Front	U	1.00	0.75	0.35	1	0.25
Timid Drake	U	1.00	0.80	0.25	0	0.13	Emerald Medallion	R	6.00	4.37	3.00	2	0.63	Nature's Revolt	R	6.00	4.88	3.00	1	0.13	Sudden Impact	U	2.00	1.00	0.50	1	
Tolerian Entrancer	R	5.00	3.00	2.00	1	0.50	Emmessi Tome	R	5.00	3.45	2.00	2	0.55	Needle Storm	U	1.00	0.75	0.50	1	0.24	Tahngarth's Rage	U	1.00	0.75	0.35	1	0.13
Tolerian Serpent	R	5.00	3.00	2.00	1		Energizer	R	5.00	3.00	2.00	1	0.20	No Quarter	R	4.00	3.00	2.00	1	0.10	Talon Silver	C	0.50	0.25	0.05	0	
Touchstone	U	1.00	0.85	0.25	0	0.15	Enraging Lizard	U	1.00	0.75	0.50	1		Nurturing Lizard	U	1.00	0.75	0.35	1	0.15	Teledrifter	U	1.00	0.75	0.35	1	0.13
Tranquil Grove	R	6.00	4.75	2.00	1	0.25	Erai's Meddling	R	5.00	4.00	2.00	1		Opportunist	U	1.00	0.75	0.35	1	0.13	Thalokos Dreamswaver	U	1.00	0.75	0.35	1	0.04
Urborg Justice	R	5.00	3.00	1.50	1		Escaped Shapeshifter	R	5.00	4.00	2.00	1		Oracle az-Vec	R	4.50	3.00	2.00	1	0.49	Thalokos Lowlands	U	1.00	1.00	0.50	1	
Urborg Stalker	R	5.00	3.00	2.00	1	1.00	Essence Bottle	U	1.00	1.00	0.50	1		Orrin's Prayer	U	2.00	1.00	0.50	1		Thumbscrews	R	5.00	3.70	2.00	1	0.30
Veteran Explorer	U	1.00	0.80	0.25	0	0.20	Excavator	U	1.00	0.65	0.35	1		Orim, Samite Healer	R	5.00	3.45	2.00	2	0.34	Time Warp	R	20.00	14.13	8.00	4	0.38
Vodalian Illusionist	U	1.00	1.00	0.25	0	0.01	Extinction	R	5.00	4.00	2.00	1		Overrun	U	3.00	2.00	0.80	1		Tooth and Claw	R	4.30	3.00	2.00	1	
Volunteer Reserves	U	1.00	0.80	0.25	0	0.13	Feared Convolutions	R	5.00	3.70	2.00	1	0.30	Palladium	R	5.00	3.00	2.00	1	0.40	Torture Chamber	R	5.00	3.00	2.00	2	0.40
Wave of Terror	R	5.00	3.00	2.00	1		Field of Souls	R	8.00	4.13	3.00	1	0.88	Patchwork Gnomes	U	1.00	0.75	0.35	1		Tradewind Rider	R	16.00	10.00	5.00	5	
Well of Knowledge	R	6.00	4.00	2.00	1		Fighting Knowledge	U	1.00	0.75	0.35	1	0.04	Pearl Medallion	R	6.00	4.37	3.00	2	0.63	Trumpeting Armodon	U	1.00	0.75	0.50	1	0.04
Winding Canyons	R	6.00	4.13	2.00	1	0.25	Ferally	U	1.00	0.75	0.50	1	0.24	Pegasus Refuge	R	5.00	4.00	3.00	1		Unstable Shapeshifter	R	5.50	4.00	2.50	1	
Xanthe Statue	R	6.00	3.99	2.00	1	0.01	Floating Drake	U	1.00	0.75	0.35	1	0.13	Perish	U	2.00	1.00	0.74	1	0.50	Vec Townships	U	1.00	1.00	0.50	1	
TEMPEST																											
Complete Set		\$280	\$250	\$135	3		Flickering Ward	U	2.00	1.00	0.50	1		Physician Grimoire	R	5.00	3.00	2.00	1	0.40	Verdigris	U	1.00	0.77	0.50	1	0.13
Booster Display		100	90	79	4		Flowstone Salamander	U	1.00	0.89	0.50	1	0.01	Physician Hulk	U	1.00	1.00	0.50	1	0.01	Vhati #1-1el	R	5.00	4.00	2.00	1	
Booster Pack		3.00	2.85	2.55	3		Flowstone Sculpture	R	6.00	3.20	2.00	1	0.80	Physician Splicer	U	1.00	0.99	0.50	1	0.01	Warmth	U	2.00	1.00	0.50	1	
Starter Display		100	89	75	4		Flowstone Wyvern	R	4.20	3.00	2.00	1	0.20	Pine Barrens	R	6.00	4.50	3.00	3	0.50	Wasteland	U	3.00	2.00	0.75	3	
Starter Deck		9.00	8.95	8.00	4		Fool's Tome	R	5.00	3.00	2.00	1	0.40	Preconition	R	5.00	4.00	2.00	1		Watchdog	U	2.00	1.00	0.40	1	
Typical Common		0.25	0.13	0.10	0	0.03	Fugitive Druid	R	4.00	3.00	2.00	1	0.40	Propaganda	U	2.00	2.00	0.75	1		Whim of Valrath	R	6.00	4.00	2.00	1	
Abandon Hope	U	\$2.00	\$1.00	\$0.50	1	0.01	Furnace of Rath	R	7.00	6.00	3.00	2		Puppet Strings	U	2.00	1.00	0.50	1		Whispers of the Muse	U	2.00	1.00	0.50	1	0.38
Altar of Dementia	R	6.00	5.00	2.50	2		Gallantry	U	1.00	0.87	0.50	1	0.13	Quickening Lizard	U	1.00	0.70	0.35	1	0.07	Wild Wurm	U	1.00	0.75	0.50	1	0.25
Aluren	R	7.00	5.30	3.00	2	0.70	Gerrard's Battle Cry	R	6.00	4.00	2.00	1		Rank of Tears	U	2.00	1.29	0.50	1	0.21	Wind Dancer	U	1.00	0.78	0.35	1	0.13
Ancient Runes	U	1.00	0.75	0.50	1	0.25	Ghost Town	U	3.00	1.00	0.50	1		Ranger az-Vec	U	1.00	1.00	0.50	1		Winds of Rath	R	7.00	5.05	3.50	2	0.70
Ascent Tomb	U	1.00	1.00	0.50	1		Goblin Bombardment	U	2.00	1.00	0.50	1		Rathi Dragon	R	12.00	10.00	5.00	4		Winged Silver	C	0.75	0.25	0.05	0	
Angelic Protector	U	1.00	0.75	0.35	1	0.25	Grindstone	R	7.00	5.99	3.00	3	0.01	Reap	U	1.00	0.88	0.35	1	0.13	Winter's Grasp	U	2.00	1.00	0.50	1	
Apes of Rath	U	1.00	1.00	0.50	1		Hand to Hand	R	5.00	3.00	2.00	1		Reckless Spite	U	1.00	0.75	0.35	1		Wood Sage	R	4.00	3.00	2.00	1	
Apocalypse	R	6.00	5.00	3.00	2		Hanna's Custody	R	5.00	3.45	2.00	1	0.34	Recycle	R	6.00	5.10	3.00	2	0.85	Worthy Cause	U	1.00	0.90	0.50	1	0.11
Armor Silver	U	2.00	0.88	0.35	1	0.13	Harrow	U	2.00	1.00	0.50	1		Reflecting Pool	R	15.00	10.00	5.95	5		STRONGHOLD						
Aurag	R	5.00	3.00	2.00	1		Havoc	U	2.00	0.75	0.50	1	0.25	Repentance	U	1.00	1.00	0.50	1		Complete Set		\$185	\$150	\$85	3	
Avenaging Angel	U	6.20	5.00	3.00	2	0.50	Heart Silver	C	0.50	0.25	0.05	0		Rolling Thunder	C	0.50	0.25	0.05	0		Booster Display		100	90	75	3	
Barbed Silver	U	2.00	1.00	0.35	1		Heartwood Trefalk	R	1.00	0.87	0.50	1	0.13	Ruby Maze	R	5.00	3.20	2.00	1	0.79	Booster Pack		3.00	2.89	2.55	3	
Bellowing Fiend	R	4.00	3.00	2.00	1	0.40	Helm of Possession	R	8.00	6.00	3.00	3		Rootbreaker Wurm	C	0.50	0.25	0.05	0		Typical Common		0.25	0.10	0.10	0	
Benthic Behemoth	R	5.80	3.49	2.00	2	0.51	Humility	R	8.00	6.00	3.00	3		Rootwater Dwarves	U	2.00	1.00	0.50	1		Acidic Silver	U	\$2.00	\$1.00	\$0.75	1	
Boil	U	1.50	1.00	0.50	1		Imps' Taunt	U	1.00	0.88	0.35	1	0.13	Rootwater Diver	U	1.00	0.88	0.35	1	0.13	Amok	R	4.00	3.00	2.00	1	
Booby Trap	R	8.00	5.89	3.00	1	0.01	Insight	U	1.00	0.75	0.35	1	0.05	Rootwater Matriarch	R	5.00	3.99	2.00	1	0.01	Awakening	R	7.00	4.38	2.50	3	0.13
Battle Gnomes	U	3.00	2.00	1.00	2		Interdict	U	3.00	1.00	0.50	1		Rootwater Shaman	R	4.20	3.00	2.00	1	0.70	Bottomless Pit	U	2.00	1.00	0.50	1	
Bounty Hunter	R	6.00	5.50	3.00	1		Intuition	R	6.50	5.00	2.50	3		Ruby Medallion	R	7.00	5.00	3.00	2		Brush With Death	C	0.35	0.10	0.10	0	
Caldera Lake	R	6.00	4.75	3.00	2	0.25	Invulnerability	U	1.00	0.87	0.50	1	0.13	Sacred Guide	R	4.00	3.00	1.00	1		Bullwhip	U	1.00	0.77	0.50	1	
Canyon Drake	R	4.00	3.00	2.00	1		Jackal Pup	U	2.00	1.00	0.50	2	0.13	Safety	R	5.00	3.00	2.00	1	0.40	Burgeoning	R	5.00	4.00	2.99	1	
Capsize	C	0.50	0.25	0.05	0		Jet Medallion	R	6.00	5.00	3.00	2		Salt Flats	R	5.00	4.50	3.00	2	0.50	Calming Lizard	U	1.00	0.50	0.35	1	0.25
Carrionette	R	5.00	4.00	2.00	1		Jinxed Idol	R	6.00	4.00	2.00	2		Sapphire Medallion	R	7.00	6.00	3.50	4		Cardassil	R	5.00	3.50	2.50	1	0.51
Chaotic Goo	R	4.00	3.00	2.00	1		Kazzerdrix	R	5.00	3.00	2.00	1	0.40	Scabland	R	6.00	5.00	3.00	2		Constant Mists	U	1.00	1.00	0.49	2	
Charging Rhino	U	1.00	1.00	0.50	1		Kindle	C	0.50	0.25	0.05	0		Scalding Tongues	R	6.00	5.00	3.00	3		Contemplation	U	1.00	0.75	0.50	1	
Chill	U	2.00	1.00	0.50	2		Knight of Dawn	U	2.00	1.50	0.50	1		Scorched Earth	R	6.00	4.00	2.00	1		Contempt	C	0.35	0.10	0		

Item	High	Med	Low	TR	+	Item	High	Med	Low	TR	+	Item	High	Med	Low	TR	+	Item	High	Med	Low	TR	+							
Pandemonium	R	8.00	6.00	3.95	3	Child of Gaea	R	8.00	5.00	3.00	3	Metrognome	R	5.00	4.00	2.00	2	Thran Turbine	U	1.50	1.00	0.50	1							
Paroxysm	U	1.00	1.00	0.35	1	Chimeric Staff	R	7.00	4.49	3.00	2	0.46	Midsummer Revel	R	6.00	4.00	3.00	2	Thundering Giant	U	1.50	1.00	0.50	1						
Peace of Mind	U	1.29	1.00	0.50	1	Citadel Centaurs	R	6.50	5.00	3.00	4	Citadel Flute	R	6.00	4.00	3.00	2	Mishra's Helix	R	8.00	5.00	3.00	4	Time Spiral	R	29.00	14.00	7.00	5	0.75
Pegasus Stampede	U	1.29	1.00	0.50	1	Citadel Hierophants	R	5.50	4.00	2.00	2	Mobile Fort	U	1.50	1.00	0.50	1	Morphling	R	7.00	5.00	3.00	3	Titania's Boon	U	1.50	1.00	0.50	1	
Penance	U	1.00	1.00	0.50	1	Claws of Gix	U	2.00	1.00	0.50	2	Clear	U	1.25	1.00	0.50	1	No Rest for the Wicked	U	1.25	1.00	0.50	1	Titania's Chosen	U	1.50	1.00	0.50	1	
Pit Spawn	R	7.00	5.00	3.00	1	0.50	Contiscate	U	1.50	1.00	0.50	1	Opal Acroolith	U	1.50	1.00	0.50	1	Tolarian Academy	R	12.00	7.00	3.00	5	1.00					
Plaguebearer	R	8.00	4.00	2.00	1	Contaminaton	R	8.00	4.00	2.50	2	0.25	Opal Archangel	R	6.75	5.00	3.00	2	Torch Song	U	1.50	1.00	0.50	1						
Price of Progress	U	2.00	1.00	0.35	1	Copper Gnomes	R	5.00	3.00	2.00	2	0.99	Opal Titan	R	6.00	4.00	3.00	2	Treefolk Seedlings	U	1.50	1.00	0.35	1						
Ravenous Baboons	R	5.00	4.00	2.00	1	Cradle Guard	U	1.50	1.00	0.50	1	Crater Hellion	R	8.00	6.00	3.00	3	Turnabout	U	2.00	1.00	0.50	1							
Reconnaissance	U	1.25	1.00	0.50	1	Crazed Skirge	U	-1.25	1.00	0.35	1	Crosswinds	U	1.25	1.00	0.35	1	Umbilicus	R	5.50	4.00	2.00	2	0.25						
Recurring Nightmare	R	10.00	6.00	3.00	5	0.26	Crystal Chimes	U	1.50	1.00	0.50	1	Outmaneuver	U	1.50	1.00	0.50	1	Urza's Armor	U	1.50	1.00	0.50	1						
Resuscitate	U	1.00	1.00	0.50	1	Dark Hatching	R	6.00	4.00	3.00	3	Parasitic Bond	U	1.50	1.00	0.50	1	Vampiric Embrace	U	2.00	1.00	0.50	1							
Sabertooth Wyvern	U	1.00	1.00	0.35	1	Darkest Hour	R	5.00	4.00	2.00	2	Pariah	R	6.50	4.00	3.00	3	Veblud	R	4.75	3.00	2.00	2							
Scalding Salamander	U	1.50	1.00	0.50	1	Defensive Formation	U	1.25	1.00	0.50	1	Peregrine Drake	U	1.50	1.00	0.50	2	Veiled Apparition	U	1.25	1.00	0.50	1							
Scryer	U	1.00	1.00	0.35	1	Destructive Urge	U	1.50	1.00	0.50	1	Persecute	R	8.00	5.00	3.00	4	0.49	Veiled Crocodile	R	5.00	4.00	2.00	3						
Seismic Assault	R	6.00	5.00	3.00	3	Diabolic Servitude	U	1.50	1.00	0.50	1	Phyrexian Colossus	R	6.75	4.00	2.00	2	0.95	Veiled Sentry	U	1.50	1.00	0.50	1						
Skyscraper	U	1.00	1.00	0.35	1	Discordant Dirge	R	5.50	4.00	2.00	2	Phyrexian Processor	R	8.00	6.00	3.00	4	Vernal Bloom	R	5.00	4.00	3.00	2							
Skysroud Elite	U	1.25	1.00	0.50	1	Disorder	U	1.50	1.00	0.50	1	Phyrexian Tower	R	6.75	4.00	3.00	2	Viashno Sandswimmer	R	5.50	3.00	2.00	2	0.99						
Skysroud War Beast	R	5.00	4.00	2.00	1	Douse	U	2.00	1.00	0.50	1	Pit Trap	U	1.50	1.00	0.50	1	Victimize	U	2.00	1.00	0.50	1							
Slaughter	U	1.75	1.00	0.50	1	Dragon Blood	U	1.50	1.00	0.50	1	Planar Birth	R	5.95	4.00	2.00	2	Vile Requiem	U	1.50	1.00	0.50	1							
Song of Serenity	U	1.00	1.00	0.50	1	Drifting Djinn	R	8.00	5.00	3.00	4	Planar Void	U	2.00	1.00	0.35	2	Voice of Grace	U	1.50	1.00	0.50	1							
Sonic Burst	C	0.50	0.25	0.05	0	Eastern Paladin	R	5.50	4.00	3.00	2	Presence of the Master	U	2.00	1.00	0.50	1	Voices of Law	U	1.50	1.00	0.50	1							
Soul Warden	C	0.30	0.20	0.05	0	0.03	Electryce	R	5.00	4.00	2.00	2	Priest of Gix	U	2.00	1.00	0.50	2	Voltaic Key	U	1.95	1.00	0.50	1						
Spellbook	U	1.00	1.00	0.35	1	Elite Archers	R	5.00	3.99	3.00	2	0.01	Purging Symbiote	R	5.00	4.00	2.00	2	Vug Lizard	U	1.50	1.00	0.50	1						
Spellshock	U	1.00	1.00	0.50	1	Enchantment Alteration	U	1.25	1.00	0.50	1	Rain of Filth	U	1.25	1.00	0.50	1	Wall of Junk	U	1.50	1.00	0.50	1							
Sphere of Resistance	R	5.00	4.00	2.00	1	Endless Warm	R	8.00	5.50	3.00	3	0.50	Rain of Salt	U	1.50	1.00	0.50	1	War Dance	U	1.49	1.00	0.50	1						
Spike Carnival	U	1.50	1.00	0.50	1	Endoskeleton	U	1.25	1.00	0.50	1	Recantation	R	5.00	4.00	2.00	2	Waylay	U	1.50	1.00	0.50	1							
Spine Hatcher	R	5.00	3.40	2.00	2	0.30	Energy Field	R	6.00	5.00	3.00	3	Redeem	U	1.50	1.00	0.50	1	Western Paladin	R	5.50	4.00	3.00	2						
Spine Regue	U	1.25	1.00	0.50	1	Exhaustion	U	1.50	1.00	0.50	1	Remembrance	R	6.00	4.00	3.00	2	Whetstone	R	6.00	4.00	2.50	2							
Spine Weaver	R	8.00	5.00	3.00	5	Exploration	R	6.75	4.49	3.00	2	0.25	Reprocess	R	6.00	4.00	3.00	3	Whirwind	R	5.00	4.00	2.00	2						
Survival of the Fittest	R	9.00	6.00	3.50	5	Faith Healer	R	5.00	3.00	2.00	2	0.97	Retaliation	U	1.50	1.00	0.50	1	Wildfire	R	8.00	4.00	3.00	2	0.49					
Thalacos Britters	R	4.50	3.00	2.00	3	0.70	Fault Line	R	8.00	5.00	3.00	3	Rewind	C	0.50	0.20	0.05	0	Windfall	U	2.00	1.00	0.25	1						
Thopter Squadron	R	4.50	3.00	2.00	1	Fecundity	U	1.25	1.00	0.50	1	ROP:Artifacts	U	2.00	1.00	0.50	2	Wirecact	U	1.50	0.99	0.35	1	0.03						
Transmogrifying Lizard	U	1.00	1.00	0.35	1	Fire Ants	U	1.50	1.00	0.50	1	ROP:Lands	R	4.75	3.00	1.00	0	Witch Engine	R	5.00	4.00	2.00	2							
Treasure Hunter	U	1.00	1.00	0.35	1	Flesh Reaver	U	1.50	1.00	0.50	1	ROP:Red	C	2.00	0.15	0.05	1	Worn Powerstone	U	1.50	1.00	0.50	1							
Treasure Trove	U	1.50	1.00	0.50	1	Fluctuator	R	6.00	4.00	2.49	2	Rumbling Crescendo	R	5.95	4.00	2.00	0	Worship	R	8.00	6.00	3.00	4							
Volrath's Dungeon	R	5.00	4.00	2.00	1	Fog Bank	U	1.50	1.00	0.50	1	Sanctum Guardian	U	1.25	0.99	0.35	1	0.03	Yawgmoth's Edict	U	1.50	1.00	0.50	1						
Wall of Nets	R	5.00	4.00	2.00	1	Gaea's Cradle	R	12.00	6.85	4.00	4	0.10	Sandbar Serpent	U	1.25	1.00	0.35	1	Yawgmoth's Will	R	7.00	5.00	3.00	3	0.37					
Workhorse	R	4.50	3.00	2.00	1	Gaea's Embrace	U	2.00	1.00	0.50	1	0.38	Sanguine Guard	U	1.50	1.00	0.50	1	Zaphid	R	6.00	4.00	2.00	3	0.25					
Zealots ex-Dal	U	1.50	1.00	0.50	1	Gamble	R	6.00	4.38	2.50	2	Scald	U	1.50	1.00	0.50	1	Zaphid's Embrace	U	2.00	1.00	0.50	1							


PROMOTIONAL CARDS

Card Name	High	Med	Low	TR	+
Arena September 1994					
Arena	\$8.00	\$5.00	\$4.00	2	
Sewers of Estark	7.00	5.00	2.50	1	
Shattered Chains February 1995					
Giant Badger	\$8.00	\$5.00	\$3.75	1	
Final Sacrifice April 1995					
Mana Crypt	\$25.00	\$18.00	\$10.00	3	
DragonCon July 1994 / Duelist #3 October 1994 / Duelist Companion (3 per) #4 November 1994					
Nalathni Dragon	\$8.00	\$5.00	\$3.00	2	
Whispering Woods January 1995					
Windseeker Centaur	\$8.00	\$5.00	\$4.00	1	
Arena Alternative Art Cards					
Counterspell	\$15.00	\$10.00	\$2.00	4	
Forest	5.00	4.00	2.00	3	
Island	5.00	4.00	2.00	3	
Mountain	5.00	4.00	2.00	3	
Plains	5.00	4.00	2.00	3	
Swamp	5.00	4.00	2.00	3	
Fireball	20.00	12.00	1.00	4	
Incinerate	15.00	11.50	2.00	4	0.50
Disenchant	35.00	20.00	2.00	5	
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BY PHIL FOGLIO



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THEY LOOK LIKE REGULAR CARDS, BUT YOU HAVE TO SCRATCH TO SEE HOW MUCH DAMAGE YOU GIVE OR TAKE.

I USE 'KAJA'S HAMMER' DOING-- SCRATCH SCRATCH --4 POINTS!

WELL I BLOCK WITH MY 'EARWAX GOLEM'-- (SCRATCH SCRATCH HA! GOOD FOR 6! HEY! AND I JUST WON A CAR!



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WHEN YOUR OPPONENT PLAYS A CARD AGAINST YOU, USE ONE OF THESE CARDS TO MODIFY IT.

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HA! "UNLESS YOU'RE WEARING PANTS."

BUT I'M NOT WEARING PANTS.

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... COULDN'T HURT.

CLICK



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AND NO ONE
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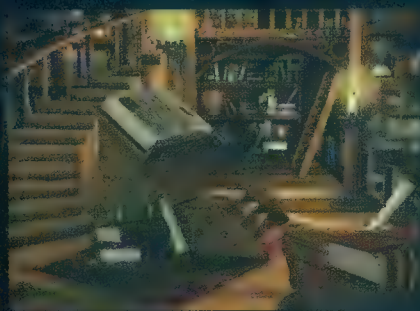
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